

DC Desktop



San Jose World of Atari Show
Down with Shareware!
Piracy in El Paso
Preventing Data Loss
The Fuji Zone
Me and My Eight Bit
Experiences with APAC Mode
String Handling in GFA Basic



Regular Features

Right on Target by David Plotkin
A-T-A-R-I Basics of BASIC
dBMAN TipSTer

Reviews

Turbo-16 Instant Graphics Federation Blitz Copier Word Quest & Word Quest 2

Innovative Concepts



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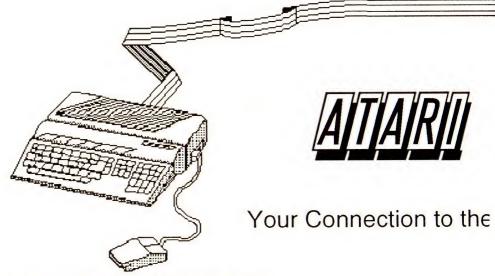
When used in combination with other PHASE-4TM programs PRISM-AGE takes full advantage of ADEPT* and the Image Systems ISAC High-Res color board. Price \$49.95.

(Graphics Tablet Environment)

PRISM-GTE is a fully functional graphics tablet environment designed to be used with all "PHASE-4" programs. This feature is embedded in all programs and available as a stand-alone program which can be used with most well-behaved ATARI programs. Price \$29.95 if ordered separately.

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For more information write or call Lexicor Software Corp., 58 Redwood Rd., Fairfax, CA 94930. (415) 453-0271. Dealer inquiries welcome. "WATCH THIS SPACE FOR MORE NEWS ABOUT "PHASE-4""



Volume 2

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Atari Users Community

Number 10

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On the Cover

DC Desktop from Double Click, with artwork from Olover Saalfeld's animation (see AIM disk).

Managing Editor: Patricia Snyder-Rayi Editor: Bill Rayi

Photographer: Gary Klugman Artwork: Migraph, Steve Volker, S. Kendrick

AIM is produced on a 4 Meg Atari STe, HP Laserjet II with PacificPage Postscript cartridge and PageStream



ATARI BULLETIN BOARD

by Bill & Pattie Rayl

Atari News

The decision on whether or not to move Atari headquarters from Sunnyvale, California will reportedly be made sometime in the next six weeks. Elie Kenan, previous head of Atari France now in charge of Atari US and Canada, is reportedly still "fact finding" and will make his decision on the move soon. There has been no indication from sources at Atari as to where Atari might move.

The new color monitor to be packaged with the 68030 TT has passed FCC with a Class A (commercial use only) rating. The remainder of the system is reportedly still in the process of being cer-

tified.

Bob Brodie, Atari's user group coordinator, recently returned from a "very enjoyable" trip to the Seattle, Washington area to visit area user groups on August 18-19. Bob said he's scheduled to be in Houston, TX to meet with clubs there at the end of August.

With a number of show appearances scheduled for September and October, including Glendale, Boston and Washington, DC, Bob Brodie continues to "make the rounds" on the Atari user group circuit.

Developer News

Clayton Walnum's C-manship articles that originally appeared in the now defunct ST-Log magazine have been compiled into a book called C-manship Complete. According to Walnum, the book contains "everything you need to

know to program your Atari ST in C." The 400-page C tutorial book retails for only \$19.95. For \$29.95, you can purchase the book and two accompanying disks of C code. Add \$2 for shipping/handling and Connecticut residents must add 8% sales tax. Taylor Ridge Books, PO Box 48, Manchester, CT 06040, (203) 643-9673.

A version of the PILOT authoring language has been released for the ST by eSTeem, Inc. PILOT is a "simple, powerful and widely used language for creating tutorials, simulations, interactive laser videodisc programs and device control systems." The eSTeem PILOT version is GEM based and follows the proposed 1990 IEEE standard for PILOT. Computers Etc., 4647-B Highway 280, Birmingham, AL 35242, (205) 980-9146.

Atari 8-bit owners looking for quality PD/Shareware at low prices should contact KCTronics, a PD "warehouse" that creates fully configured and documented disks of software that are guaranteed to run. Their current catalog features such recent releases as BobTerm 1.2, TextPro 2.5r, new font disks for Daisy Dot II/III and lots more. Contact KCTronics, 457 June St., Fall River, MA 02720 for a catalog or more info.

ReadySoft, makers of Dragon's Lair and Space Ace, has annouced release of Wrath of the Demon. The game "combines state-of-theart multi-level parallax scrolling with spectacular graphics, animation and playability." Wrath of the Demon retails for \$49.95. Ready-Soft Inc., 30 Wertheim Court, Unit 2, Richmond Hill, Ontario, Canada L4B 1B9, (416) 731-4175.

IMG Software International has

stated they will release Hyper-LINK for the ST by November of this year.

HyperLINK's features include full DBASE III/IV compatible database manager, big screen monitor and CDAR-504 CDROM drive support, and the ability to "network" two STs together to share data.

The package is planned to contain a handful of HyperLINK applications such as a phone book, address book, calendar, phone message center, and graphic/text CDROM database. JMG Software International, 801 Mohawk Road West, Hamilton, Ontario, Canada L9C 6C2 or 2201 Pine Ave., Niagra Falls, NY 14301 (416) 575-2867.

Show News

The Lake County Atari Computer Enthusiasts have announced the "Chicago Area AtariFest," a regional one-day show to be held Sunday, November 11 from 10 am to 4 pm at the American Legion post in Gurnee, Illinois. Tickets are \$2 in advance or \$3 at the door and children under six are admitted free with paid adult. LCACE, PO Box 8788, Waukegan, IL 60079.

Online News

Delphi announced drastic price reductions for use of its online service. Under Delphi's new 20/20 Advantage Plan, users access the system for a \$20 flat fee for the first 20 hours. Extra usage is only \$1.20 per hour. These rates make Delphi the lowest cost online service. To signup, use your modem to call (800) 365-4636. At Username:, type Joindelphi and at Password: type Interface. At the main menu, type Using Advantage to register.

From the Reader's



Viewpoint

Dear Editors

I am writing to share my opinion as to why I haven't bought an ST, STe or Lynx. I recently bought a PC; it could have been an Atari, but since Atari hasn't tried to market computers in the US, that wasn't an option.

Let me say I bought several Atari systems, in fact the first system my family had was a 2600. We bought many a cartridge for it. Then Atari says here is the new advanced 5200, so I bought one and collected about 20 cartridges for it. Shortly after that the 5200 was cancelled.

I bought the 800XL, and then a 130XE. I bought several games for it on both disk and cartridge. Then Atari introduces the 7800, late, but you know how it is. Anyway, I bought one; I think I have 20 cartridges for it. The support has dropped to almost nothing, and if the Lynx does well, I think the support will die for the 7800.

This brings me to the XEGS, fine product, and from the early reports, it sold well. I didn't see a need for it, for myself, but I bought several cartridges, and then presto, no more support. I was able to buy an XEGS for \$56 on clearance.

Now to get to why I'm not in a hurry to buy any more Atari systems. I almost bought an ST, but I thought let's wait and see if it takes off, as predicted. Since that time, the Atari Corp. ST support in the US is almost nonexistant, and I'm in no hurry to buy one now.

The same with the Lynx. Sure it sounds good, but it's gonna get the same treatment Atari has given all its other products.

Poor Atari. They get a good product, sell a few quickly, and

then it's in the clearance section. That is what I see for the Lynx, ST, STe and TT (if they are released). Even so, I'll never see one in Terre Haute, IN., save for the Lynx -maybe.

I'll consider buying an ST if there is a dealer in my town and he's got big lines waiting to buy, and there are reports saying the same thing across the country, and the software companies are rushing ou a large list of new products. The same goes for the Lynx. If I see hundreds of them, I'll consider buying them.

Coming back to the PC, there are millions out there, and Atari could have a big share of the market. Even if they sold 2 percent of all the PCs sold in the US, they would sell more of them than any other product they sell.

What it comes down to, is, I'm sick of buying orphan systems, and I think Atari is stupid to try and make a market for something that isn't even selling.

Thomas W. Bannon

Fellow Atari Users

I took advantage of Sprokits Computer Products offer of free ST X-press back issues and now have two boxes of the November, 1987 issue. The disk mates have been removed by them, but I do have that disk in my files.

As I do not need 100 copies of the same magazine, I would like to trade two copies (or more) of Nov. 87 ST X-press for one (or more) copies of any other ST or Atari related magazine or better newsletters (Current Notes, PSAN, etc.). WIth the extra copy, you could trade for other back issues. I will send copies of this issue of ST X-press to any one (single copies) that would be willing to pay the postage. I cannot afford to send single copies without postage since I have over \$32 in shipping so far, and it will cost about \$1 per issue to mail them out. I will pay postage on the trades.

This offer is open to any individual or user group. If you are interested, please drop me a line and tell me how many issues you want and what trade you want to make, or send me your unwanted magazines and I will send you an extra magazine or two as long as

I would also like to buy back issues of Atari magazines if they are reasonably priced. (Newsletters also.)

Happy Trading Steve Filler, Box 429, Columbia Falls, MT 59912

Dear Editors

I just read The Impossible Just Takes a Little Longer [June/July '90 issue], stopped, switched on my 1050 disk drive, loaded First Xlent WP disk, booted it into the 1200XL, then printed this with an XDM121 printer in order to say Thank you for printing the article by Jake Olbrich (RACC) which was well written and held my attention throughout.

While fascinated for many years by my Atari system (Basic language), I am not a programmer per se, thus unable to understand the technics described. However, as a writer of sorts, I did appreciate Mr. Olbrich's language and style. His byline will be a beacon for me in future issues of AIM.

Friendly yours, Joseph Hicwsa (JACS)

Right On Target (O)



David Plotkin

It's hot here today-106 degrees, which is pretty outrageous for Northern California, even in August. In fact, it's been hot for the last several days, and my house doesn't have air conditioning so it's 92 even indoors.

Still, I've got to get this article out, because if I think its hot now, this is nothing compared to how hot it will be for me if I miss my deadline. That Pattie (esteemed editor); she's a terror!

Why Do I Like Atari?

I've been playing with and writing about Atari computers since 1981 when I discovered Atari and personal computers quite by accident. I sometimes wonder why I've kept at it for so long, when so many others have dropped by the wayside or moved on to other machines (and greener pastures).

I don't make my living this way. My real job (the one that pays the mortgage and enables me to write articles for free) is as a data analyst for Chevron Corporation. And though the machines are pretty neat, there aren't nearly enough "new" developments to keep someone busy and interested for so

Even such amazements as PC/ Mac emulators and desktop publishing begin to pale after awhile. I mean, how many times can you get excited about the new whizzywig they built into the latest update of Calamus (Sorry Nathan!).

I've come to the conclusion that it's the people in the Atari world who keep me coming back. They are more fascinating, friendly and sometimes stranger than the folks who inhabit the worlds of Mac and PC and Commodore.

Getting to Know You

I go to the shows I can afford to not because I want to see the new toys that Atari might or might not bring to market and certainly won't bring to market anytime soon. No, I go to schmooze with the folks I've met online, talked with over the phone and to renew old acquaintances with "good friends" I haven't seen in a year or

For example, it was at a show that I first met the legendary Dave Small (and the even more amazing Sandy, who, despite a passel of kids, manages to run Gadgets at a profit and even put up with Dave and Doug). I first ran into Jim Allen, of T-16 Accelerator fame, at a show, demonstrating his prototype T-16. He was proclaiming bravely that it would run with pcditto II, which Bill and Ginny Teale were showing off across the aisle.

I've met interesting Atari people at places beside shows. We all seem to take an instinctive liking to one another (with a few exceptions, but I won't dwell on that). Perhaps this is because we are outcasts of the computer world and need friends more than most people! The point is it is the people who make up the world of Atari that make it so interesting, and I go out of my way to cultivate those relationships. Let me tell you about a few of them.

Probably my favorite single programmer is Dave Small. I've watched as Dave first came out with Magic Sac and Translator One, then built his new company on the ashes that were Data Pacific (the new product is called Spectre—rising from the ashes). It's a family business, with Sandy as President—Dave calls himself "chief programmer and bottlewasher" as I recall.

I need say nothing about the products they produce—you know about them unless you're incredibly new or have been on a far moon of Jupiter for a long while. But there is Dave and Sandy and the rest of the Gadgets team at just about every show, the ultimate salespeople, answering questions and doing amazing things with their latest gadgets.

If you want to talk to Dave, you'd better fight your way through the crowds early, because two hours in Dave has usually lost his voice and "talks" with gestures and grimaces. And let's not forget that each show brings a more outrageous T-shirt.

The CodeHeads

Then there are the CodeHeads. You know the CodeHeads—Hotwire and Multidesk and Little Green File Selector and...well, you get the picture. These guys are amazing. They seem to have the knack to bring out a product that nobody realizes they need until it arrives. Then, an awful lot of people (myself included) find they can't do without them.

But even more interesting than the products are the CodeHeads themselves. They couldn't be more different. Charles Johnson is a big man with flowing long hair (which I envy, since I'm fighting a losing battle with baldness at the ripe old age of 35). John Eidsvoog (say that three times fast) is slender and sports a crew cut. Well, maybe they're not so different. Both are friendly and will stop to explain

things to any confused user.

They are the kings of the "lightning demo"—they know their products so well they rip through the demonstration session with awesome speed. Unfortunately, I'm quite sure some people are so bemused by the quickness they walk away mumbling something about NeoDesk <grin>.

Piracy is an incredible sore point with Charles (as it should be with everyone) which was inflamed after a thief named Fred posted the latest revisions to the CodeHeads' products on a local bulletin board and even had the gall to leave his name! (Personal note—

hope they nail the bastard.)

CodeHead Wives

We can't leave out the two ladies who go along with Charles and John—John calls them the "Code-Head wives." Pattie Johnson and Julie Eidsvoog are an integral part of the team, demoing software (usually a lot slower than Charles or John does) and handing out flyers. At the Anaheim show I remember this incredible weirdo (now there's a term you haven't heard in a while) came up and started hassling Julie, and she was just as polite and nice as could be. Me, I'd have punched him out, but he went away happy and remained a potential customer of CodeHead Software.

There are lots more. Gordon Monnier is President of Michtron, and has really tried to make a go of the ST market. Its tough to make a living, and I'm sorry to say Gordon may be gone by the time you read this. It was Michtron that first brought GFA to this country and provided support for their products that ranked among the best for any computer. George Miller came to Michtron from Compute! magazine (you remember them—they used to talk about Atari once in a while, but not any more) and wrote books, provided tech support, cleaned up products and seemed to live in the office. Haven't seen George for some time, I wonder where he ended up? [Editors' Note: George has accepted a position at ABACUS in Grand Rapids, MI.]

A Mom 'N' Pop Big Business

A family operation I'm really fond of is the Mitchells of MiGraph. The company started out with Easy Draw and also provided the first viable hand scanner for the ST.

They have branched out to the PC market now to survive, and I think they will because they are smart and savvy. Kevin Mitchell still shows up at shows sometimes, demonstrating Touch-Up, one of Mi-Graph's more impressive products.

Liz Mitchell (Kevin's wife) is the Vice President of Marketing, and I've never met anyone who could make a dollar of advertising and review product count as much as Liz. I helped her out with the loan of a word processor at a show once, and felt real good about it for quite a while afterwards. And, of course, let's not forget Paul Mazurek (Liz's brother, by the way), chief programmer and tech support. A really nice guy and very talented as well.

The Atari Mob

Then there are the "Boys from Atari." The best known is Bob Brodie, User Group Coordinator. He has risen to fame in a very short time, though I met him a year ago at a show before he joined Atari.

Bob is a big friendly bear of a man with a jolly laugh and sympathy for the plight of the user I've not run into anywhere else. He's got a desk in the middle of a huge room at Atari, and you can call him on the phone—but if it's not busy, it's because he's not there. Leave a voice message if you want—he swears that he returns calls.

John Townsend (another crew-cut) and Ken Badertsher (hmm...hope I got that right) are two engineers who circulate at shows, picking up juicy software and answering what questions they can about "when is the TT gonna be ready?" Personally, I would rather talk to these guys than to any Tramiel.

Tom Byron, Editor of STart magazine has a become a good friend over the two years I've worked with him. He's quickly turning STart back into a power-house and is both a capable editor and knowledgable about the ST as well. He is also, unfortunately for him, the person who gets complained to when Antic doesn't pay their authors, and he really agonizes over such things.

By the way, that was his son who graced the cover of the February issue of STart (playing with a TT). What a ribbing Tom took about that, especially since, in an editorial later on, he made a comment that "wasn't he the cutest baby?". Turns out the assistant editors slipped that line in as a joke. Well, I thought it was pretty funny, but I'm not sure Tom did. He takes this stuff pretty seriously. Of course, we all benefit from that sense of dedication.

There are lots more great people out there, and of course, I know only a few of them and can't mention everyone I do know. Perhaps in a future column, we'll talk about some more of the folk heroes inhabiting the Atari world. Til next month—remember, if your AIM is good, you'll be Right on Target.



Our team has been selected to find an inexpensive substitute for accuracy."

San Jose World of Atari Show

Gary Klugman (SVACE)

The World of Atari Show in San Jose opened at 10 a.m. on Saturday, August 4. There wasn't the long line of people I expected waiting for the show to open.

Once it opened, the people kept coming, and the isles were crowded with Atari computer users. By the first hour, over 1,100 people had reportedly paid admission. People came and went, but it was hard to get through the crowd to see what was in a booth until late afternoon.

Rich Tsukiji is the promoter of the World of Atari shows. I found him to be very personable and a professional at what he was doing.

A Negative Start

There was some negativity expressed about this show on some of the online services because of the show's proximity to other Atari shows. Rich didn't seem con-



cerned about any controversy. In fact he hadn't read it, let alone responded to it. Nor was he overly concerned that Atari could not have a booth in the show.

He said Atari had asked him to move the show date a couple of weeks so they could attend. He couldn't change the dates, and they had their new things committed to be elsewhere. He said it would be nice to have Atari at the show, but it wasn't necessary. Atari did supply hardware to the developers that requested it.

The Show Itself

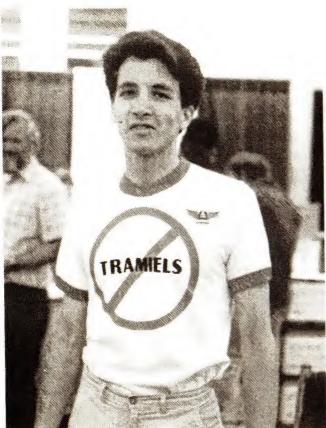
I counted 17 exhibitors present at the show. Some had large booths, so the show didn't seem as small as it was. Rich wasn't concerned about the number of exhibitors. He felt there should be an Atari show somewhere every month, regardless of the exhibitors that can come.

Rich said many of the vendors are small businesses that can't afford to travel long distances. If there was a show in their area, they would attend. So a show, for instance, in Texas would attract different vendors than did the one in San Jose. Above all, the shows are good for the users.

Rich not only kept track of the number of people attending, but also of how much they were



Charles F. Johnson and John Eidsvoog of CodeHead Software



Popular Sentiment T-Shirt worn by Nick Langdon spending. He said the people in San Jose were spending considerably more per person than in Anaheim. Of course there were fewer people at the San Jose show.

Atari Dignitaries

Sam, Leonard and Garry Tramiel all were there on Saturday. Bob Brodie and other Atari executives, including Elie Kenan, were also there. Their appearance was certainly symbolic. They wanted to show support for an Atari show in their backyard. They were not there to make a big splash. They kept a low profile, looking around at the booths. They wouldn't pose for pictures and the crowd didn't swamp them.

One fellow was wearing a T-shirt that had "Tramiels" on the front circled in red with a line through it. On the back of the shirt was "Just say no!" The fellow said he was mad at the Tramiels for not getting the Stacy out sooner. Let no one say Sam Tramiel doesn't have a sense of humor. When he saw the shirt, he walked up to the fellow and said, "Hey I like that shirt, where can I buy one?" Sam made a point of buying things at a number of the booths.

Talon Technology was there showing Supercharger. First introduced at the Anaheim World of Atari, this German import is a completely external unit that allows the ST to run MS-DOS software.

It plugs into the DMA port and allows daisy chaining of other DMA devices. By using a NEC V30 chip, it runs XT software at AT speeds. It comes with 1 meg of memory and MS-DOS 4.1, and a program to use the

Supercharger's memory as a RAMdisk from ST mode. Supercharger retails for \$450. Talon is planning on introducing a VGA card that will occupy one of Supercharger's internal slots. Another card they are going to introduce is an Ethernet card. This would allow an ST to be used on an IBM network. They are also planning on introducing software allowing the user to run IBM emulation as a desk accessory. Also planned are a FAX card and an accelerator.

Changes at Antic Publications

Antic Publications had a startling announcement. They will not publish a September issue of START. The October issue will combine ANTIC Magazine and START and be a larger magazine.

They are also planning to pick up the subscriptions for ST-Log and Analog. Tom Byron, START's new editor, has hired Jim Burton as technical editor. They also have a new art director, Rick Braden, to improve



Atari's Sam Tramiel

the new magazine's appearance. Denny Riley, ANTIC publication's director of advertising sales, assured me this is not a sign of weakness for the magazine.

I brought up the point that ST-Log and Analog did a similar thing before going under. Despite the similarity, Denny says START is ANTIC Publication's biggest money maker. They just need the time to make all the changes.

Zubair Interfaces was at the show with their memory upgrades. They also had SIMM modules to upgrade the memory of the STes that were for sale at the show. Abu Zubair also introduced his newest hardware upgrade, ZKeys. ZKeys is a solderless internal upgrade that allows ST users to use an IBM keyboard. When the IBM keyboard is plugged in, either the ST keyboard or the IBM keyboard can be used. The IBM keyboard can be easily unplugged. With the keyboard plugged in, the function keys are supported during IBM emulation. The IBM keyboard is compatible with



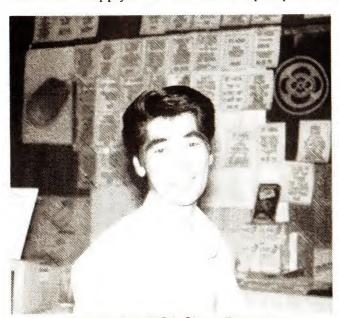
Rich Betson of Talon Technology

the ST mouse and Spectre GCR. In the future, Zubair Interfaces plans on creating a software driver to allow the F11 and F12 keys of the IBM keyboard to become the Help and Undo keys on the ST keyboard. They are also planning a macro keyboard driver for the IBM keyboard that will allow the user to define his own macros. ZKeys is for STs with a built in keyboard. Retail price is \$99.95. A version will be out for the Mega STs.

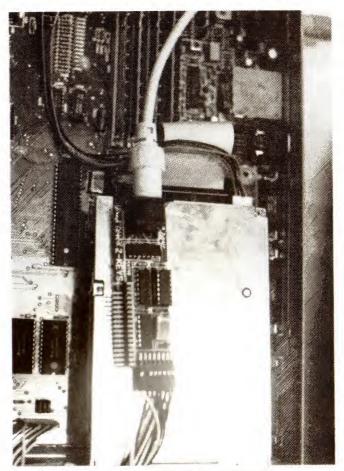
Best News

10

Brad Koda of Best Electronics is an interesting entrepreneur. Starting out as an Atari computer repair and parts person, he finds a need and fills it. When he can't get repair parts, he goes to Taiwan and has his own made. When he thinks he can do something better, he has that made too. Witness the birth of the Best Mouse and the Mega Click replacement keyboard switches. Now he is introducing the Best Joystick, the Best Power Supply, and a number of repair parts for



Rich Tsukiji WOA Show Promoter



Z-Keys internal Hardware interface

ST monitors. He says he is now the only supplier of ink rollers for the 1027 printer. He makes them up himself out of Taiwanese parts.

The Best Power Supply replaces the 520fm, 1040, Mega, and Megafile power supplies. Brad has seen an increase in the failure rate of the power supplies from Atari, and the replacement ones from Atari aren't any better. So he made his own. The Best Joystick has heavy duty construction and an autofire switch. It works with all Atari computers except the 5200. The power supply retails for \$85, and the Best Joystick retails for \$15.95.

News from the CodeHeads

The CodeHeads were showing their excellent software products and introducing LookIt and PopIt. These software utilities come on the same disk.

LookIt is a file viewer and binary editor that offers fast text display, the ability to use the mouse or keyboard to scroll and powerful searching options. It also allows setting up "bookmarks" in each file for easy return to that spot, and it has powerful print features.

PopIt lets you assign hot keys to your desk accessories. Pressing a single key or set of keys gives you instant access to your accessory. Key assignments can be saved, loaded and disabled at any time.



Branch Alway's Darek Mihocka

During the show, Darek Mihocka of Branch Always Software gave a talk on Quick ST II, and Rich Betson from Talon spoke Saturday and Sunday on PC emulation.

There were bargains to be had on almost everything. Some of the dated software was being sold at fire-sale prices. I didn't see much action on 8-bit items either being displayed by the dealers or being bought by the attendees. The vendors I spoke to that had something new to sell, or had good buys, were pleased with the business they did at the show. They knew there wouldn't be a lot of vendors, but the crowd was there anyway.

The Silicon Valley has many Atari computer users, and it had been three years since they had a show. They were hungry for an Atari show, and during the two days I was there, they seemed happy with the one they got.

San Jose World of Atari—A Second Look

John Pilge

The World of Atari extravaganza in San Jose, California was held at the San Jose Hyatt August 4-5. In essence, it was your typical computer fair.

You pay to get into the dealer's room where you can find Atari products for XL/XE, Portfolio, Lynx, ST and even the 2600. There were hundreds of products at decent prices and a few bargains. But there were only 17 exhibitors. Some were there to demonstrate their products, STart magazine was selling back issues and San Jose Computers had hundreds of items for sale.

That was it. There were door prizes, promotional fliers and a few freebies, but it was a small show.

Atari was not there officially. Sam Tramiel was there and declined to be interviewed, as was Leonard and Garry Tramiel. Sam did answer questions from anyone who came up and recognized him. A few other Atari employees were seen.

If Atari had had a booth, they would have probably been besieged with questions by over-anxious Atari users. I saw one user sporting a T-shirt that had the internation "NO" symbol over the name "TRAMIEL" with the caption "JUST SAY NO."

Steady Attendance

The show was well attended. The later you stayed, the more crowded the sales floor became. If your purpose for coming was to buy Atari items, there was a lot to choose from, but not so much that you needed two days to see everything. When I left, I had time to visit two other stores before going home to Santa Cruz.

More was expected. People were hoping for more dealers, conferences and a greater presence from Atari

Corporation. People were hoping for a bigger show, with more advertising. What they got was a two-day computer fair with Atari products.

Summing It All Up

That was enough for some. But fans of Atari shows remember bigger shows, more dealers and conferences of the past. Of course, in the past there were more Atari magazines, more Atari dealers and more Atari users. This was the first World of Atari Show in Santa Clara County in two years.



Brad Roltgen of BRE Software

CALAMUS (R)

OUTLINE ART is a vector- oriented, graphic generation tool. Multiply your creativity through the many functions which you will find in this program.

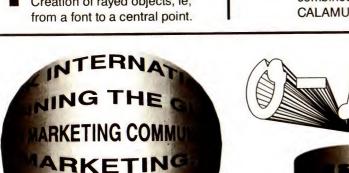
OUTLINE ART supplements the CALAMUS DTP system with a great number of new functions and effects. A extract from the extensive list of functions include:

- A user interface, quite similar to that of CALAMUS.
- Complete Vector Graphics Editor for lines, Bezier curves, control paths etc..
- Capabilities to generate freely-definable raster areas.
- Creation of rayed objects, ie;

- the manipulation of text, characters and text attributes such as:
 - rastered, transparent, outlined, rotated, stretched, compressed and cursive styles...
 - circular text and text along a freely-defined vector path...
 - projection of raster areas
 - conversion of text into vector objects...

Nearly unlimited possibilities for

- and text on vector outlines...
- kerning functions...
- Functions can be freely combined and applied to all CALAMUS fonts.









- Integrated, fully programable calculator with a pre-defined and extendible library of transformations such as:
 - shift, rotate, mirror, enlarge/ shrink, project onto a sphere (globe, cylinder, cone), etc...
 - An intelligent clipboard and copy functions, allowing the automatic generation of transformation sequences.
 - loading and saving in .CVG format (CALAMUS Vector Graphic), making possible the integration into and optimal printing through CALAMUS on all supported output devices in all resolutions.

Now included! Convert 2X,

our new Conversion program CVG (Calamus Vector Graphic) to EPS (Encapsulated Postscript) or PS (Postscript) file format.

Note: DynaCADD, our complete 2D and true 3D Computer Aided Design and Drafting Package, allows the importation of Calamus Vector Graphic format, (CVG). Which can then be output through all output options supported by DynaCADD, ie: CAMM-1, Plotters etc,... An excellent solution for the Sign Making Industry.

Calamus Outline Art has a suggested retail price of US \$289.95.

For more information or to place your order, contact your local Atari Dealer or contact us directly at: ISD Marketing, Inc., 2651 John Street, Unit #3, Markham, Ontario, Canada, L3R 2W5, Tel: (416) 479-1880, Fax: (416) 479-1882

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NThe Fuji Zone 水

Joe Mirando (CCCC)

You're traveling through another dimension, a dimension not only of bits and bytes but of mind; a journey into a wonderous land whose boundaries are that of imagination. That's the signpost up ahead. Your next stop...The Fuji Zone.

Submitted for your approval: the theory that time is but one track running parallel to many others that, under most circumstances, cannot meet one another or exchange events.

Enter one Harrison Dearson. A young man intent on making his mark on the computer industry. Since Harry has no talent in either programming or systems design, he has decided to make his entree' by becoming indispensable to the upper echelon of one of the larger computer companies.

In our current time-line, Mr. Dearson has just gotten a job with Atari Corporation. By not rocking the boat and telling his bosses only what they want to hear, our young traveler has indeed ensured his continued employment. He has also, however, ensured that Atari Corporation will remain in very low popularity by the very lack of support of and aggressive marketing in the US that has made him a successful "Corporate Warrior."

In our proposed alternate timeline, however, Mr. Dearson's taxi encounters a rather disagreeable telephone pole on its way to Atari Headquarters which makes the traveler an hour late for his interview. This does not sit well with his prospective employer. Harrison Dearson is forced to seek other employment.

The young man who does get the job in this new time-line is concerned only with expanding the product line and the well-being of the company. Because of this, Atari becomes the premier computer manufacturer and out-distances all other computer companies.

A sampling of the events of this time-line bear out this conclusion:

July 1989: Atari introduces their Stacy portable computer. The music industry quickly embraces it as the best MIDI computer around. The Stacy also becomes quite popular with businessmen on the go who are tired of all the "command-line nonsense." Atari's careful attention to detail permits the Stacy to pass FCC testing quickly while the company's renewed commitment to advertising and support in the American market provides US users with enough machines to cover the huge demand.

January 1990: The introduction of the STe continues the rise of Atari in the home computer market. Although the machine can still show a maximum of sixteen colors at a time, the new pallet (with a choice of 4,096 colors) and stereo capabilities make the machine a favorite. Dealers now have machines in stock and do a brisk business in Atari computers and peripherals.

May 1990: Atari's new TT computer system based on the Motorola 68030 microprocessor running at 32 megahertz takes the small work-station industry by storm. With improved speed and graphics capabilities, the TT becomes a favorite for desktop publishing, desktop video, and all other multi-

media applications. With a price well below those of comparable machines, an Atari becomes the computer of choice in this area

January 1991: Atari strikes a deal with Paramount Pictures, Inc. to supply computers to be used in production and post-production sound and graphics work. The computers include the STe, the TT and the ATW, as well as portfolios for the production staff and executives (The executives use it only for the pong game included with the machine.).

December 1991: Paramount Pictures releases Star Trek VI after the shortest post-production schedule since computers entered the movie industry. The success of the movie, which relieves executives and saves the contracts of the actors, is credited to the abilities of the new computers purchased from Atari.

Rambo VI, which is released by another studio at the same time, is not well received by the public or the critics. As a shining example of the effects problems, one post-production worker says "The reason that this movie is titled 'Rambo VI' instead of 'Rambo V' is the titling software on our computers was so difficult to use that we didn't even notice that it was titled wrong until the premier, Damn! I wish we had used an Atari!"

And what of our young traveler you may ask? Mr. Harrison Dearson, upon the unsuccessful completion of his interview in Sunnyvale, promptly secures a job with IBM (which, by virtue of Harry's tactics, ceases the manufacture of personal computers ten months later).

Piracy in El Paso

Tim Holt (El Paso)

In the old days, the axiom was that silence was golden. A good child was to be seen and not heard. Nowadays this old saying has been perverted to read "keep your mouth shut or you will get sued." Same effect, just a different message to achieve the end.

Well, something happened to me on the STE-EP BBS that really has me biting at my chomps. I am torn whether to speak, keep my mouth shut, or some happy inbetween. I decided to speak, and perhaps in the course of the article, you will agree. As president of the local user group, I suppose it is my duty to talk about these things:

On Sunday, July 29, 1990, a person logged onto the ST Club's BBS under the name "Joe Pirate." This person logged on as a visitor, and all information they left about themselves was, of course, incorrect. This person left one message to me, saying "I left a file in the Utilities area for you. Use at your discretion."

I went to the utilities area, and there was a file called "Pirate.lzh." At first I was leary, because in the past I have taken a very anti-pirate stand on the STE-EP BBS. Was it a virus plagued plant that will kill my system? (As a matter of fact, most screens you come upon on STE-EP have anti-pirate messages on them.) Anyway, I got the file, un-lzh'ed it, and started to read. The contents knocked me on the floor.

There before me was a listing of files available on a local "reputable" ST BBS. As a matter of fact,

the Sysop is a former member of the ST Club!

Piracy Unearthed

PageStream, Space Ace, Dragon's Lair, Hotwire, War Head and on and on it went. (We later calculated at Jenkins' that this BBS had at least \$4000 worth of games alone at the retail price.) His BBS had a better selection than Jenkins' Computer Store!

Games from Europe, word processors from Germany, and on it went. I printed out the listing, and it was 10 pages of just two file areas! (The BBS has at least 7 file areas, with even a "Classic by Request" area for programs that are no longer published. I hope you get the picture, we are talking big time!)

So, I was faced with another mystery: was this a real file or was this a fake "plant" intended to embarrass me and the club? Well, if you see a house burning down, you don't check first to see if the owner wants it burned, you call the fire department, and that's what I did.

I went to Jenkins' Computers and asked them who they would call. They gave me a few names, and even called a few places themselves. (Software Publishers Association was supposed to have a toll free number to report pirate boards. No such listing.) Called a few software distributors, a few dealers, a few developers. No one knew who to call. We finally called Ralph Mariano at ST Report. He said he would help.

Anyway, the turning-in of the person responsible for this is not the point of this article. I am writing this to examine the effect of

this one BBS on *you*, the average user. You don't think you are effected because you never heard of this BBS? Think again, Bubba.

Whether or not this is a true pirate BBS is not the point. (There are actually several pirate BBSes in El Paso, even though one was shut down by the police several years ago.) So anything I mention about this particular BBS, simply multiply it by the number of pirate boards here, or in your town.

A Little Background

El Paso, Texas is a city on the extreme edge of west Texas. Population 500,000+. Include Juarez, Mexico, and the smaller communities of Southern New Mexico, the population of the area is well in excess of 1.5 million people. There is one store in this entire area that sells Atari programs: Jenkins' Computer Store. The next nearest store that sells Atari programs is in Albuquerque, New Mexico, over 300 miles away. So, if you can't get a program at Jenkins', and you need it quick, well, you got a five hour drive up to the nearest Atari store. And that store doesn't even service Atari computers, it just sells software.

So you see, we are pretty Atari isolated out here in El Paso. In talking to Jim and Tom at Jenkins', Jim once told me there are approximately 1000 Atari STs in the El Paso area.

In July, 1990, Jenkins' Computer Store sold 10 Atari programs. Ten! The number after nine! For the entire month! Ten programs to an installed base of 1000 computers! That was the month Dragon's Lair came out. Script came to Jenkins' that month. And, for the past

six months, Jenkins' has run a special that if you buy two programs, you get one free. So essentially, they

are giving a 33% discount.

And still, they could only sell 10 Atari ST programs. They are not overpriced, as all programs they sell are sold at the retail value. Now I realize that retail is more than mail order, but after taking into account the discount, and no shipping, we are talking essentially the same prices. Get the picture? Okay.

Buying Drought

Now Tom and Jim can't figure out why the good customers from the past aren't coming in anymore to buy programs. Then they get a copy of the file listing that I got on my BBS. Suddenly, it all becomes too clear to them. The reason no one is buying is because the darn things are being given away free on the pirate BBSes around town. Hey, why the hell pay \$199 for PageStream when you can spend an hour downloading it for free? Same for Space Ace, Dragon's Lair and all the other tons of "freeware" available on the pirate BBS.

Put yourself in Jim Jenkins' shoes. You own a store that sells computers. Your prices from Atari give you a minimal margin, so you must make your true profits in selling software. (Go ask Tom or Jim what they pay for an STe. You'll laugh at the chintzy amount they make on each one sold.) You have to pay overhead, and you have to keep just enough in the bank so that you can order new items when they become available. (Plus it's also nice to eat once in a while as well.)

In one month, you sell just ten titles of ST software. Ten! I never was real good at math, but that don't pay the piper. If you were Jim, wouldn't you wonder why support from the users has dried up? And wouldn't you be a little more than a bit pissed off when you find one of the "stalwarts" of the ST community in El Paso is running a pirate board, out of his house, with more than \$4000 in game software alone on it? And, on this BBS, there are games and programs available that your software distributor hasn't even heard of yet?

Unmoving Inventory

You go over to your inventory, and you see the \$199 version of PageStream sitting there, gathering dust, and it become obvious what is going on. And the 10 copies of Dragon's Lair, and the 15 copies of Space Ace and the two copies of ChronoQuest II, and Hammerfist and Klax. All are sitting there, gathering dust, eating up space. And yes, money, because something that is taking up display space is eating money if it isn't "moving." This jerk, running a pirate BBS out of his home as a "hobby," or as he sees it, a "public service," is denying you your livelihood.

This one person, by giving away the things you are trying to sell, is essentially destroying your business. (Hey, no matter what you may think about Jim and Tom, they are still people doing their darndest to try to make a living. They have kids and wives and mort-

gages just like all of us.) Well, I don't know how you would react, but I sure as hell would be mad.

Move Out of Atari

Okay, so what do you do? Well, you can't turn the guy's BBS off, even though you can send his name and number to a few well placed folks. You do what is *the only sound business move*: You start selling less and less Atari software.

It only makes sense. Start selling more and more IBM software and IBM machines. I have been going into Jenkins' for the best part of four years now, and I can tell you, what once was an idea about selling clones is now something that takes up half the store. Long time ST Club members will tell you about the times gone by when Jenkins' was a true "Atari dealer."

Now, the areas for the ST, STe and ST software are growing smaller and smaller. Why stock something everyone in town has a copy of anyway? And that is where the pirates are hurting you, whether you realize it or not! Because eventually, Jenkins' and every other dealer that sells ST software is just going to throw their hands into the air and say "To hell with it. If the pirates want the business, they can have it." (I know you have been into Jenkins' or your own local store, looked at the selection, and said to yourself "Geesh, they have had that program sitting there for two years. Don't they get any NEW stuff?")

Fewer and Fewer Local Dealers

And so, Atari software and hardware support in El Paso will dry up faster than a puddle in the west Texas sun. So what if you want to have your computer fixed? Well folks, if Jenkin's stops, folks in El Paso would have to drive all the way to Tucson, Arizona. Why would they stop repairing STs? Simple: No money in it.

No money in a machine that is a great machine, but you can't sell any software, which is the bread and butter of any computer store. You can't make a profit. Clones are the way to go.

Go in and ask Tom or your local dealer how many IBM software packages they sold last month. Then ask them how many ST packages they sold. You will be shocked. But please, don't be shocked when they stop selling ST software. You should have seen it coming.

And tell the guys that run those "public service" BBSes how thankful you are that you have to drive for half a day (if you're lucky) to get a new game or to replace Wordwriter with Word Perfect.

If you think this problem is localized to El Paso, think again. Those clever Medway Boyz are everywhere. And so are the BBSes. I can write about the problem because I have firsthand knowledge of the BBSes and of Jenkins' Computers.

Next time you come across a friend who has "a great new copy of a game" he wants to give you, think again. The short term gain is not worth the long term loss of Atari support, dealers, and Atari computers.

SOFTWARE PIRACY hurts BIG companies. But it KILLS small companies.

Have you ever heard this rationalization for stealing? "Big software companies aren't hurt by one or two pirate copies of their programs."

Well, the truth is that many of the best Atari software houses are NOT big companies — they're small businesses with few employees. Many of the best programmers and developers are Atari enthusiasts like you. And the loss of just a few sales due to software theft can help drive them out of this comparatively small market.

The next time you're tempted to give or receive a copy of a commercial program, consider how piracy affects Atari software developers and the future of Atari computers.

THE

Independent Association of Atari Developers

Down with Shareware!

Jay Skotcher (WAUG)

I recently read Craig Harvey's article about shareware. It was a good article, but it discussed the problems of shareware from an abstract/moral standpoint. I feel some major concrete problems exist with shareware users which authors will need to address before the situation improves.

The first problem with shareware is the name. When we share we don't expect to pay or get paid. Think about the last time you shared anything with a friend.

Did you ask for money?

The name, Shareware, implies the programmer's motive for writing the program wasn't necessarily for profit. Some users of shareware feel: "The author wrote this software for his own use because he didn't like the features of the available software or it didn't exist. He is now sharing his programming efforts with the rest of the world." Then comes the insult. "Why should I pay for this program? He's sharing it. He would have written it anyway." Shareware needs to be renamed.

The second problem with shareware is giving away completely running fully functional programs. An earlier version of Craig Harvey's Diary program appeared on the AIM disk of the month.

It's a fine program as it appears on the disk. So well done, anyone using Diary and liking it has no incentive to register. Why did he ever allow it to save files? It would run fine without this ability. If the shareware version did not allow saving files a user would be able to test drive all the interesting features but still have some incentive to register his copy.

The third problem with share-ware is the way it is marketed. Here is a paraphrase of how Craig explained shareware. "Here is a piece of software. Try it for 30 days. If you decide to keep it send your money to..., otherwise destroy your copy." Does this sound like a smart way to profitably market a product?

Let's apply this same marketing scheme to a car. "Here is a Lamborghini Countach. Try it for 30 days. If you decide to keep it send your money to..., otherwise destroy the car." Doesn't this sound silly? I hear a few saying, "That's stupid. He's comparing cars to software."

Who's being stupid? A car can be repossessed. I haven't yet heard of any shareware author who has been able to repossess an unregistered copy. Just for fun let's apply this strategy to something more similar to software, a CD. "Here is a Compact Disc of your favorite artist. Try it for 30 days. If you decide to keep it send your money to..., otherwise destroy the CD."

Think about how many people would make themselves a free copy then return or destroy the CD. It's time to abandon this scheme. The solution:

I proclaim, "Down with shareware! Bring on the Demoware or Crippleware."

Demoware would take after the coin-op video games attract mode. Once the user starts the demo program, no user input would be allowed or accepted by the program.

Crippleware would allow the

user to do everything the program can do except let the user be productive. I know PageStream is not shareware, but its demo is an excellent example of crippleware.

With the PageStream demo a user can try almost every feature, but because files can't be saved and the printouts have the phrase "PageStream Demo" in large letters running diagonally across them, the demo can't be used to produce a newsletter, magazine or whatever.

Crippleware and Demoware completely eliminate the three problems I outlined. The false concept of "sharing" is eliminated. The author is motivated by monetary profit. An incentive to register for the fully functioning version now exists. The erroneous marketing technique has been replaced with the Demo/Cripple-ware Declaration:

"This software is a demo/crippled version of a commercial copyrighted fully functional piece of software. It is written as a profitseeking venture by the author, just like software found in a store. This author has chosen to direct market his creation to potential users instead of selling it through a massmarket high volume distributor. Third party mass-marketing could double or triple the selling price. This demo/crippled version is free so you can test drive the program. The fully funtioning version is available directly from the author."

Since I spent time spotlighting Craig, I want to let everyone know I wrote this mess...uh, article using Craig Harvey's Diary—version 2.0d—which I purchased directly from Craig.

An Atari Tale (or maybe Tail?)

Brent Fisher (CACE)

In place of my normal column for this month I have decided to tell a little story. It all began about a month ago (and here you all thought I was going to say a long time ago) on the CACE BBS.

The Setting

It seems that one of the Atari users became a bit perturbed with the other Atari users on the board. It seems the other users just were not posting messages in the Atari section. Personally, the SysOp didn't really have too many options.

One really can't force one's users to post if they deem it something that they would rather not do. So our stallwart SysOp simply did as best he could. He would post meeting times and other Atari related information as best he could, and hope that sooner or later the other users would join in and add their own two cents worth.

Well, low and behold, one fine day a user did (you knew I would cut to the chase sooner or later) respond with a scathing message. Something about the users being only game players and that sort of roughish crowd. More than likely there were a few other choice phrases but that one should do for now.

The Villain of the Piece

The SysOp was not terribly sure what to think of this development. He simply sat back and waited to see if the users would deem that a response was neces-

sary. To the SysOp's mild shock and pleasant surprise, the users did respond, and with quite some fervor too. They gave the user with the biting message quite a run for his money (OK, OK modem! Some of you are so picky, sheesh! <GRIN>).

The Cavalry

One user took a vastly angry and offended tone and really took the blasphemous user to task. I believe there were phrases like "How dare you call my computer a silly game machine" and something like "If you hate your machine so much why do you keep it?"

One of the users though did seem to take it rather well and responded with a rather humorous bit on being lucky that the user didn't have to put up with a Timex/Sinclair. Also I believe he mentioned something about a hospital mental ward (sometimes we really wonder about our users).

Placating Users

Anyway before everything escalated into explosive violence (wouldn't want another Middle East thing, I already know too many friends over there), the kind SysOp intervened and thanked the users for renewing his faith in them and the response that they had given after being poked with a stick (I guess sometimes you need a little turbulence) so to speak.

He thanked one and all and wished them all good health and told them all to go play a @ircular Logic game (How do you like that Tom? I even included the @ symbol!).

Of course, as with all confronta-

tions, the ending wasn't totaly peachy keen.

Tempers, Tempers!

A couple of users didn't quite get the SysOp's message before reading a couple of responses to their responses, but hey at least nothing like the War of 1812 happened (just for you history buffs). Anyway, everyone is back on a normal standing once again.

The Moral of the Story

I suppose that I should go ahead and wrap this up. So here goes. The moral of this story is that no matter what, 8-bit people are still alive and kicking out there, and they still love their machines. Atari take notice we are still here.

Anyway, just one friendly plug. You can reach the CACE BBS by dialing 1-517-764-4047, 24 hours, 300 to 1200 baud (what can I say, too broke to afford 2400 right now, but we do take donations).

I bet you all are wondering just what did happen to the trouble maker. Well, let us say he has his just desserts. The SysOp made him the Atari board SigOp. I hope you all enjoyed my little story and come by and see us at the CACE BBS.



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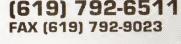
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Data Loss on the Atari

Robert C. Arp

During my early computer training, I logged in many hours in discovering new ways to lose and corrupt data files. One of my most skillful methods involved typing for hours, so engrossed in program design that I'd forget the most important aspect of the creative cycle—saving the most recently generated ideas to disk. Eventually, I became paranoid about data loss.

Because I was using a terminal connected to a mainframe, there were no floppy disks on which to store data. But I became adroit at backing up everything to cards and paper. I even traded my video terminal for a Texas Instrument printing terminal.

When I started using my personal computer, I decided to abandon data loss as a field of expertise. I formulated the following fundamentals to govern my computing behavior.

1. All data worthy of preservation should be saved in at least two primary storage media.

2. "Primary" storage media are those which are least likely to be destroyed by forces other than the normal deterioration of the media.

3. The best candidates for primary storage media at my disposal are paper and flop-

py disks.

In my computing environment, the hard disk drive is used for temporary storage—somewhat more permanent than RAM—but temporary nevertheless. I rarely use a hard disk backup program because I immediately back up hard disk bound data to one or more floppies; then, at significant intervals, I print to paper. I do back up an entire hard disk partition to floppies whenever I drastically alter the major files in that partition. That has occurred only three times in four years.

Some might say, "But hard disk drives are so much faster than floppy disks." So what? RAM is much faster than hard disks, but who would suggest that we trust RAM to preserve data? No matter how much time is required to store on floppies, that time is never as great as that required to regenerate ideas once they have been lost.

I think of a hard disk partition as disk technology's equivalent of a battery backed RAM disk. A hard drive is an excellent production accelerator, but my data is too valuable to be entrusted to such a fickle storage medium.

It's not that a hard drive is intrinsically volatile; it's the manner in which they are used that subjects the medium to data destructive forces. Precisely because hard drives are inherently the most reliable, fastest and cost effective medium available, they are used in the most precarious computing environments.

A malfunction during backup, optimization or restoration could wipe out all or a major portion of a hard disk's files. Of course, if you can afford to lose all of the data stored on your hard drive, you've nothing to fear.

Me, I can't afford such a loss, so I put my trust in floppies; and I save my data to them often during each productive session. I haven't lost so much as a single line of data in four years, so I guess I'm doing something right. I have misplaced a file or two during that time, but, fortunately, copies of those files were in the GEnie library; therefore, I simply downloaded them.

Now, as much as I respect floppy disks as a storage medium, there is no substitute for the comforting feel of hardcopy. In spite of that, I rarely print certain types of files; images for example.

I'll now tell you what prompted this article. I've just finished reading "The Hard Disk Companion" by Peter Norton and Robert Jourdain, copyright 1988 by Brady Books. This book has been written specifically for an IBM PC audience; however, its contents are relevant to ST users—both professional and casual. The language used by the writers is not technical, and the price of the book is a comfortable \$21.95.

"The Hard Disk Companion" explains every hazard associated with hard disk drives, and it compares those with some of the hazards of floppy and tape units used for backup storage. In addition, there are discussions about every type of hard disk related software, with particular attention focused on malfunctions that can occur during the use of that software.

Some of the topics I found especially interesting were related to file fragmentation, removable drives and image versus file-by-file backups. The book contains an index and an excellent glossary. I'm sure that once you've looked it over, you'll not be able to resist the purchase.

Robert Arp can be reached at 278-1 San Tomas Aquino Rd. Campbell, CA. 95008

dBMAN TipSTer:

PART TWO on dBMAN/dBASE III+ Compatibility

Peter Killian (O-ACES)

As many of you know, especially if you read my last article on dBASE compatibility, you can use many dBASE II or III or III+ routines with dBMAN on your Atari ST

If you are interested in writing programs for other machines, many of those you might write for dBMAN on the ST can be used with dBASE on those other machines. If you are lucky to have dBMAN on that/those other machine(s), you ought to be able to use even more of them (dBMAN versions are available for PC-DOS compatibles, LANs, Amigas, UNIX/XENIX, and even some mainframes). But enough of rehashing old info, let's look at some routines and ideas!

Many of the ideas I am sharing with you here came from repeated trial and error (experimentation for those who like longer words) after running into errors or unexpected situations. This month is no exception, since the first situation only occurred after using a program for a while, when I started running out of space on the disk.

Now, this may not be a problem for some of you who have huge hard drives, but I did not always have one at work and I still haven't been able to afford one at home. Even if you do have a large hard drive, it is a good idea when programming your own application to have the program help you back it up to floppy.

Unfortunately, this is another case where you have to use a different set of commands with

木

dBASE III+ than with dBMAN, though the command at first looks the same on both.

Both dBMAN and dBASE III/III+ (I don't think this function is available with dBASE II) have a function to see how much room is left on the disk—DISKSPACE().

Unfortunately for dBASE users to use the command, you must first change the default disk drive. It is much simpler for dBMAN users, though, since they can specify which drive to check in the parentheses which follow this function.

This is further complicated under dBASE since there is no command to remember what the default drive was before you change it and many programmers (me, too!) prefer to write their programs to work on any drive, including hard drives and RAMdisks. Of course, dBMAN has such a command and even allows you to specify different default drives for different files (data, indexes, programs, etc.). Here is how you do it in both systems (look also to the disk of the month for a file called CHK BSZ.CMD to see how these can fit into a larger routine from a program I wrote):

1. dBMAN

* Find out remaining space on drive B: (second drive) cur_size = DISKSPACE(2)

2. dBASE III/III+

* Find out what the current default drive is (to set it back later) cur_drive = SUBSTR(DBF(),1,1) SET DEFAULT TO B cur_size = DISKSPACE() * then set the default back to what it was SET DEFAULT TO &cur_drive I don't know about you, but I find the dBMAN way much more elegant. Now, you might think the longer method used with dBASE would also work with dB-MAN, but it turns out it will not, because of what dBMAN assumes if you do not specify a drive with the DISKSPACE() function. You would expect it to be the default drive, but unfortunately (at least every time I have tried it) it always returns the drive I ran dBMAN from—even if I change all of the defaults!

The second subject I want to talk about covers some routines I now use in almost all of my dBASE and dBMAN programs. I have a couple routines that work almost identically in both dBASE and dBMAN, although there are some subtle differences and I greatly prefer the "feel" in dBMAN when they are compiled.

Compiling, of course, is not a problem for most dBMAN programmers anymore since the compiler now comes with the program and I highly recommend you compile your programs most of the time. Not only does it speed things up a lot, but the process of compiling will help you catch some errors you might miss otherwise.

There are a couple ways to read the keyboard with dBASE or dB-MAN, including a function that might be familiar to some BASIC language programmers—INKEY(). Here is a sample (the disk of the month should include a larger example as I have actually used it and you can include in your programs) of how to read a single key with INKEY():

ikey = 0 DO WHILE ikey = 0

```
ikey = INKEY()
ENDDO
keypressed = UPPER(CHR(ikey))
```

The INKEY() function checks to see if the person at the keyboard is pressing a key at the instant the function is executed. It seems dBASE does it better even though dBMAN is nominally faster, because dBASE normally remembers keys already pressed even though the command has not yet executed (i.e., typeahead works better). This is actually sort of "cheating" (although I have gotten quite used to and tend to prefer this "cheat")—the INKEY() function as defined in most other languages does not read "saved" keys.

The reason it is a problem with dBMAN has to do with the fact that the dBMAN interpreter normally checks after each command to see if you have pressed one of several special debugging keys. These keys allow you to single step through a program, change or insert lines to see the effect, and even resume execution at full speed. Unfortunately, when dBMAN checks for these keys, it discards any other (non-debugging) keys that may have been pressed in the meantime. Since dBMAN is executing the commands so quickly, it often has already discarded the key before you have a chance to read it. The end result is a choppy, hard-to-predict response where you would often have to press the key several times to get it to register.

There are ways around this, but I don't like the main method because it disables those debugging keys which I often like to use while I am testing out a program, and by compiling, I get enough extra speed to make this loss of keys less objectionable. It also disables the ability to STOP a program with either dBASE and dBMAN if you made a mistake in your programming. You can turn off the debugging and program-stopping capability by using the command: SET

ESCAPE OFF.

Besides disabling the debugging keys, there is another way that works if all you need is a single keypress, as when you want to choose a single option from a menu. This method uses the GET command after a SET CONFIRM OFF. It does not return the ability to read "saved" keys, but does remove the choppy response. The choppy response is removed because the interpreter stays on the same line, thereby avoiding the debug key check which occurs between lines. Here is a short routine to put a prompting message at the bottom of the screen, wait for the user to press a key, check if the key is allowed or not, and then pass it back to the program that called it:

```
**********

* get_bkey.cmd *

***********

PARAMETER key_prompt,valid_keys,key

STORE .F. TO got_valid

STORE "?" TO key

DO WHILE .NOT. got_valid

STORE "?" TO key

CLEAR GETS

@ 23, 0 CLEAR
```

```
@ 23, 0 SAY key_prompt;
     GET key
   READ
   STORE UPPER(key) TO key
   IF AT(key, valid_keys) >
     STORE .T. TO got_valid
      mkey = key
      IF mkey =
         mkey = "[space bar]"
STORE "?" TO key
      ENDIF
       msg = mkey + " is NOT allowed!
                                                Press
[space]
       23, 0 CLEAR
      @ 23, 0 SAY msg;
      GET key
      READ
   ENDIF
ENDDO
@ 23, 0 CLEAR
RETURN
```

Until next time, happy computing!

P.S. If you have any comments, questions, or dB-MAN topics you would like to see in future columns, drop me a line on GEnie (PKILLIAN) or via the US "Snail" at this address: 8629 S. Glenview Dr., La Vista, NE 68128.



The screen shot on the right shows a typical ST desktop with Quick ST's desktop background feature installed. Supports .PI2 and .PI3 DEGAS pictures.

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Instant Graphics and Sound: An OnLine Odyssey

Jon Bailey (MACE)

I have seen the future of ST telecommunications and this is it. The new Instant Graphics and Sound (IGS) program, from shareware author Larry Mears, not only provides dazzling visual effects, but also beeps, bells, hoots, whistles and a varied assortment of other goodies! Let me begin by telling you my first experience with IGS.

When you first undo the IGS ARC (or LZH), you get a desk accessory, two text files and an .EMU file. (The .EMU file is for users of the InterLink terminal program.) After a quick glance through the docs, I popped it into my root directory, rebooted, ran Flash and began my journey into the new age of online modeming.

Using IGS

Using IGS was simple enough. I dialed the BBS where I had downloaded it from (which boasted IGS demos in the library section), right-clicked the mouse, activated the desk accessory, set the baud rate and watched.

At first, everything seemed normal. VT-52 worked fine, and everything seemed to be progressing as always. I selected "IGS Demos" from the menu, crossed my fingers and picked the "Blitz" demo. Wow!

The graphics and sound capabilities of IGS must truly be seen to be believed. I expected online graphics to be slow, black and white line drawings, or something like an .RLE picture from CompuServe.

Boy, was I ever wrong!

Fantastic graphic special effects came on the screen quickly and smoothly, ranging from pictures, to special text you are only used to seeing while using Degas or Neo-Chrome! I was hooked.

How IGS Works

Reading through the doc file gave way to further amazement. all IGS special effects are generated without any control codes or Escape codes! IGS simply looks for a command sequence "G#" and begins interpreting the text as IGS commands from there on.

This means that IGS can be implemented on BBSes that do not allow special control codes or even typed directly into messages(!). The format was amazingly easy to learn, and a few minutes reading of the included doc file had me on my way to typing up short little graphics of my own in no time!

Disadvantages

Well, nothing can be perfect, not even IGS. I've encountered only two bugs; it will not run properly with QuickST (Darek Mihocka has been notified of the problem and last I knew he's working on it), and also the accessory has locked up for no reason on occasion, though this is extremely rare.

In Conclusion...

Well, all in all, if you own a modem, IGS is worth the download. It has features for everything from online cartoons, MIDI, to mouse commands, with which it is possible to create an entirely mouse-driven BBS with no modifications whatsoever, if the text files are done right(!).

Everyone who gets this pro-

gram, I ask you to *please* mail in your Shareware donation to Larry Mears, so we can see further revisions with even more features.

Systems Featuring IGS

In my local area, the Power Tek BBS (313)422-3317 has recently installed IGS menus and demos. However, the true treasure trove of IGS is the London Smog BBS at (714) 546-2152.





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What's the Good Word? (For the ST)

Gordon Totty (MACE)

Much Ado about Words

I like words. Sometimes, I think about their power. For example, think about what they mean to humanity. Where would we be without them?

Grunts and gestures are only enough to keep us at the level of our cave-dwelling grandparents. At that level, what would us poor writers do? You can't write down a grunt. You can describe a gesture, but only with words.

No words. No Atari Interface Magazine. Nothing to read. No angry letters to Mr. Tramiel, and wouldn't it be a hardship for some of us to give up that hobby? A small advantage: no junk mail!

No words. No way to communicate, accurately, that you want your eggs scrambled but not mushy, your toast brown but still soft inside, your coffee black but sweetened and not too hot, and your orange juice strained to get out all the pulp, like mommie used to make it for you. (Can you tell I am writing this before breakfast? Can you tell mommie spoiled me? If so, we have achieved non-verbal communication, but words were used to set it up.)

Too Many Words

Well, worry no more. Bless us, we got words. Lots and lots of them, so many that we even can afford to play with them. One way to play with words is word search puzzles. Another is crossword puzzles, which sometimes involve a play on words.

If, like me, you enjoy either of

these, read on. I'm about to point out the point.

Word Quest is a program to generate word search puzzles, and Word Quest 2 is a program that builds crossword puzzles. Each one costs \$29.95; I think you can buy both as a package for \$49.95. They are available from Artisan Software and are usually advertised in this magazine. Both were written and compiled in GFA Basic by Donald A. Thomas, Jr.

Word Quest

With Word Quest (let's call it WQ from now on), you can build your own word search puzzles in character grids from 5x5 up to 20x 20. For the benefit of the uninitiated, a word search puzzle is a grid of letters with a list of words beneath it. You must find the words in the grid, and they may be printed up, down, diagonally or backwards. Their locations are obscured by a lot of superfluous letters that fill in the spaces between the words.

When is the last time you enjoyed doing a word search? For most of us (since most of us are younger than me), that would have been in school. (Word searches weren't yet invented when I was in school with Herr Gutenberg. If only he had gone out for basketball, like I tried to convince him to, instead of tinkering with some kind of stupid contraption. He could have made the NBA, moved to Detroit and been a bad boy.)

WQ does its job very well, efficiently, effectively and with helpful options. It is loaded with commands, including: Cite Documentation (from within program)
Delete Word, Enter Word,
Load, Save
Fill Puzzle (with superfluous letters)
Open (opposite of fill)
Key (locator, or answer sheet)

Print (to screen, printer, or disk)

In all, there are about 19 identified commands, nearly one for every letter of the alphabet. They are accessed by mouse or by control-key combinations.

Best in Class

I'll bet WQ is the best program on the market for making word search puzzles. In fact, it may be the only program on the market for this application.

If you are a teacher (K-4, particularly), you might find this program very useful. For one example, during the first week of the new school year you could make a word search out of the student's names to help them begin to know one another. Or, make a puzzle with the week's spelling words or key words from the various lessons.

Other than a special need like that, however, the usefulness of WQ would appear to be limited. If you are not a teacher, you should be sure you love word searches, and have somebody to share them with, before you buy WQ. (You need somebody to share them with because, obviously, you know the solution to any puzzle you create.)

WQ comes with 50 puzzles and, for \$9.95 plus \$1.50 P&H you can send for 50 more.

Another Quest

Word Quest 2 (WQ2) is amaz-

ingly similar. You can generate crossword puzzles from 5x5 up to 20x20 in size. That upper limit seemed small to me until I checked the Sunday puzzle in the paper, which I think is very large. It was 21x21. So, don't be fooled by the number like I was; WQ2 can be used to build "professional" size puzzles.

WQ2 looks very much like WQ. The screens are similar, and so are the commands. WQ2 includes over 20 commands, so it has one or two more than WQ, but the commonality of commands is extensive.

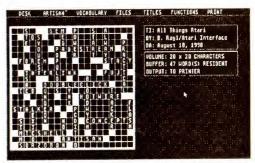
Having programmed WQ, it was not too difficult, I imagine, for Donald Thomas to build WQ2. A crossword is like a word search, with small differences. "Fill" is with blackened boxes, not superfluous letters. Diagonal or backwards words are outlawed. Instead of being given the word, you are provided a definition of sorts. The solution must be filled in, not circled.

Who Needs It?

As above, this is likely to be the best, if not the only, program in the Atari market for making crossword puzzles. As above, do you need this application? I don't, which has made doing this review a bit difficult for me. I want to be fair, so let me quote the documentation on usefulness:

"Word Quest 2 is a powerful GEM-based program





designed to construct crossword puzzles fast and efficiently. Virtually everyone can build a custom puzzle from a list of their own words in a matter of just minutes. Teachers can implement puzzles to augment their education of subjects and vocabulary. Publishers may integrate completed puzzles in their publications."

If I were a teacher, I'd use WQ2. It works as advertised, except that you have to get past the learning stage in order to make a puzzle as quickly as advertised. I am sure, however, that it is possible. The last statement comes from one who is certain that he owns programs that might not ever be possible to master! WQ2 is not one of them.

As a lover of words, I am also a lover of crosswords. No, not words spoken in anger—I can do without those—but puzzles. I thought that if I had a friend with an Atari who also loved crossword puzzles and who also owned WQ2, then we could amuse each other with our creations. Living with a kindred puzzle fanatic would simplify the problem by eliminating the need for dual equipment and software. But, my wife doesn't like crossword puzzles, and I haven't found that special friend. Oh, well.

WQ2 comes with five puzzles. My needs are better met by the Detroit News/Free Press, which comes with six small and two big crossword puzzles per week.

Printer Problem

One last comment on WQ2. I couldn't print my puzzles, even after using the "install printer" option. The printer would respond, with all text acceptable, but the puzzle grid, from top to bottom, was "overstruck" on the first line, OK for five lines, overstruck for three or four lines, OK for three, etc. Eventually, with experimentation, I got an acceptable print out of the puzzle grid and clues, but the title of the puzzle wouldn't fit on the page (truncated on the right).

Random line feeds? Highly unlikely. Problem with WQ2? Probably not. I have had more than my fair share of getting programs to drive my printers. Usually, it is my fault. TOS 1.4 demon? Couldn't ever happen. Brain dead Panasonic KX-P1092i? No way!

Help Yourself

I mention this only in the unlikely event that you experience the same problem. If you do, don't contact me. I usually can't even help myself. (Except at dinner.)

EN

DC DESKTOP

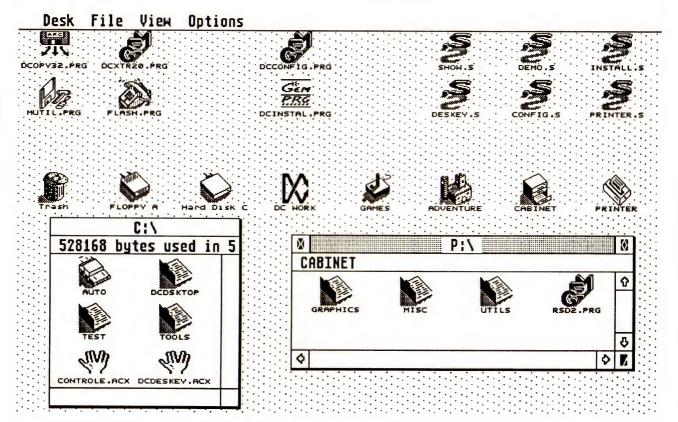
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(Actual screenshot)



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DC Desktop—The Desktop Enhancement

Bill Rayl (WAUG)

If you're one of those unlucky souls still using the plain, old ST desktop, you should take a look at Double Click's second commercial software release—DC Desktop.

Billed as "a unique extension/ enhancement to the GEM desktop," DC Desktop is the equivalent of a \$1,200 tailor-made suit for your ST. Actually, it's more like a whole new wardrobe! And, with a retail price of only \$39.95, it's like buying that expensive wardrobe at wholesale.

Dressed for Success

The DC Desktop package consists of the DC Desktop "master" program and a handful of useful modular desktop enhancements. The modular design gives you great flexibility in "designing" your very own ST desktop. The modules add such features as viewing pictures and viewing/extracting

ARChive contents, replacing the desktop background with a picture or fill pattern, installing a handy print buffer, adding keyboard equivalents to the GEM desktop's menu commands (such as FORMAT) and lots more.

The "master" program itself gives you a recoverable trashcan, unique customizable program and drive icons, the ability to place program icons on the desktop and execute them from the desktop or via a "hotkey" and an excellent "Cabinet" feature. DC Desktop works in all resolutions and all the "normal" GEM desktop functions work as usual (including Show as Text).

Closer Inspection

Since DC Desktop has far more to offer than I have space to write about, I'll try to cover a few of the things I feel really make this product shine.

First, let's look at those nifty Cabinets. This is one of those "what a great idea, why hasn't this ever been done before" kind of features. Here's how it works: DC Desktop supports a "virtual disk drive" called a Cabinet. You can copy program icons from various drives/folders into a Cabinet and run these programs from the Cabinet rather than hunting all over for them.

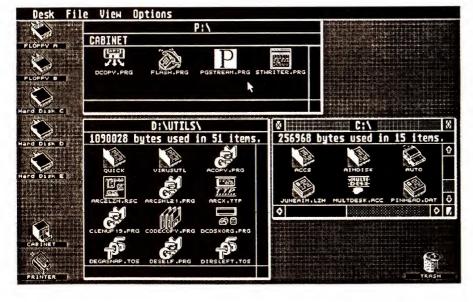
This is a very handy feature for hard drive owners, especially users who frequently use a number of programs for specific somewhat related tasks. For instance, desktop publishers can set up a DTP Cabinet containing icons for their DTP package, word processor, graphics converter/paint programs and other tools of the trade.

The Cabinets are treated just like any other disk drive—you can create folders in a Cabinet, delete file icons from a Cabinet, etc. Since the actual program files do not get moved to the Cabinet, blowing away a Cabinet's contents will not affect the actual files themselves. Up to 11 different Cabinets can be set up, and DC Desktop allows you to load/save Cabinets with a single keystroke combination.

Showing Off

Three of the DC Desktop modules—DC Show, DC Show Pics and DC Show ARC— give added flexibility to the desktop SHOW routine. DC Show works on text files, allowing you to scroll/page up and down through text, search for character strings and even print files while viewing them.

DC Show Pics is a versatile picture viewer that can show Neochrome, Degas, Tiny, Art Director, Spectrum (SPC, SPU and SPS format!) and even IMG pictures. Other than Spectrum, all formats



can be viewed in any resolution. Monochrome high res pictures are displayed with a "psuedo-gray- scale" on color monitors, while color pictures on a mono monitor are shown using true gray scaling. All that and big screen monitor support, too!

DC Show ARC allows you to get a verbose listing of an ARC file's contents or to extract those contents. When extracting, DC Show ARC can automatically create a folder with the same name as the ARC and

place the ARC contents into this folder.

As memory resident programs (i.e., run from the AUTO folder), these modules automatically take over when you double-click a given file type and select SHOW from GEM's SHOW/PRINT/CANCEL dialog box. If you don't want to constantly use your system memory for any or all of these features, these programs can also be used directly from the desktop. That's a very nice feature of DC Desktop—you can still use the modules not permanently installed.

Icons Galore

Probably the most visual feature of DC Desktop is the display of unique file and drive icons. These icons are contained in the DCDSKTOP.ICE file and are fully editable using the provided DC ICE Icon Editor.

Individual floppy disks can contain their own different icon files that will automatically load when you insert the disk in a drive. This feature allows companies and PD/Shareware authors to create "official"

DC Desktop icons for their products. Literally thousands of icons are already available for DC Desktop. Many of these have been ported from the Macintosh world thanks to Wizworks' Multi-Viewer Graphica. These icons are available on the online services or from Double Click's very own BBS.

With the DC Icon Installer, you can place from one

to 25 of these program icons directly onto the desktop and assign a hotkey to the program. Once installed, you can run the program by either double-clicking the icon or by pressing the hotkey combination.

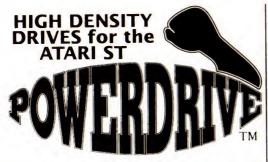
Adding to the Ensemble DC Desktop offers all these features and more. The 40+ page manual is, at times, a bit confusing because it jumps back and forth between topics. Nonetheless, the manual is well-written, easy to read and very thoroughly describes all that DC Desktop currently has to offer. The manual also gives a good deal of technical info programmers can use to create their own modules for DC Desktop. The good folks at Double Click have created an open-ended package and provided programmers/users a means to make their own additions to the software.

Overall, I have experienced no problems using DC Desktop on both an ST with TOS 1.4 and Atari's new STe. The only "quirk" I found was an incompatibility with one of my many other AUTO folder programs that caused DC Desk Drop not to install a picture on the desktop the first time I tried it. After rearranging the boot sequence of the files, everything worked fine.

When first released, there was an incompatibility with SofTrek's Turbo ST 1.8 and DC Desktop. Basically, the custom icons would revert back to normal when selected. A patch to Turbo ST was promptly uploaded to the online services.

Enough, Already!

Flexibility is the buzzword here. No other product gives you so many options for tailoring your ST desktop to your own needs. If you're tired of the standard ST desktop, yearning to add a little spice or power to your system or looking for a customizable, flexible desktop enhancement, DC Desktop should suit you perfectly.



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A-T-A-R-I

Answers-Tips-And-Relevant-Information

Paul V. Alhart (AFED)

A few years back I bought a new toaster. It was a shiny chrome four slice Upandown model. Boy what a toaster. It wasn't too expensive, but it sure could make toast. And fast too.

It seemed everyday I would discover a new type of bread to try in my Upandown. There was white, rye, raisin, cinnamon and hundreds of others. I had a wonderful time toasting and tasting them all, although raisin has probably always been my personal favorite.

I told all my friends about the great little Upandown and recommended they get one too. It was a little hard to find one, though. There were not many Upandown dealers and I don't remember ever seeing an advertisement for their great toaster. But, when the discount chains stopped carrying the Upandown I was really upset.

Recently I wrote to Upandown and let them know my feelings and was surprised when they answered my letter right away. What they said was not what I wanted to hear, however. Upandown had decided to get out of the toaster business and convert all their assembly lines to manufacture the Upandown Yo Yo.

Now what do I do? I guess I'll have to go shopping tomorrow for a new brand of toaster. Sure my Upandown toaster still works fine, but with no factory support who will ever bake a *new* type of bread for me to try? I know, I know, I hardly ever toast anything besides raisin, but...?

Sounds silly doesn't it? But that is about the same kind of talk I hear in the Atari user community all the time. "If Atari doesn't do something soon, I'll have to buy another brand of computer." Now that Atari will no longer make or support the 8-bit computer line, it is even worse.

If your 8-bit Atari is still serving you well, as mine is, what do we care what Atari does? Atari built a good machine and we bought it. After the warranty ran out, Atari had no more responsibility to support you or me than Upandown did.

So there won't be much new software written for the 8-bit. There hasn't been much written for some time now. But there has already been so much software written for the 8-bit Atari that you and I together probably couldn't find the time to boot it all, let alone use it all. The real problem here, as it has always been, is not Atari's lack of support, but finding the already available software you need.

Here is where user groups come in.Virtually every user group has a disk library available to its members. My guess is that groups on the East Coast have a much different selection of programs than groups in the Mid-West or the West Coast. We are all Atari users nonetheless and we do have a common tie. AIM.

If AIM were to start an 8-bit DOM using software from all the member groups' libraries, we would all benefit. Just making your group's library listing available to the other groups through AIM would be a good start.

The bottom line is this. If your Atari is doing what you want it to

do, keep it and keep using it. Don't worry about what Atari is doing (or not doing). Support your user group, Support AIM, and they both will Support you and your trusty old 8-bit Atari.

Do you still use a "TRANS-LATOR" to run some of the older disk-based software on your XL/XE Atari? I really like my 1200XL, but at the same time I really hate having to use the Translator to boot up certain software. What to do? I Translated the offending software to run on my system and filed my Translator Disk away in the back of a drawer somewhere. You can do the same.

In the beginning, Atari said, "If programmers use the *published vectors* into the operating system (OS), their programs will run on *any* 8-bit Atari Computer." (*If* is such a big word.)

To make a long story short, some programmers did not follow this rule, but to save a few bytes, jumped right into the OS. This was fine before the XL/XE machines came along with a different OS. The published vectors are still the same as Atari promised, but they point to different locations in the new operating systems.

The following list gives the published vector location and name followed by the "illegal" OS entry points to which these vectors point. If you find a program Jumps to F3F6 to open the screen (20 F6 F3), and you have an 800XL, change the code to (20 8E EF). Remember: Low byte/High byte. I have found this to be the most common illegal jump.

The next most common are the "K: Get/Put" calls. I spent many hours Peeking into my operating

system with a lot of help from Compute's Mapping The Atari to come up with this list. It now saves me lots of time and hopefully will help you also.

Note: Translated software will only run on the O/S that it has been translated for, so keep an original copy

as back-up.

VEC	TOR	800 ~	XL/XE	1200XL	
200	VDSLST	E790	COCE	COE7	
202	VPRCED VINTER	E78F E78F	COCD	COE6	
204	VBREAK	E78F	COCD	COE6	
208	VKEYBD	FFBE	FC19	FC0C	
20A	VSERIN	EBOF	1A23	E929	
20C	VSEROR	EA90	19E6	E88A	
20E	VSEROC	EACF	EAEC	E8C9	
210	VTIMR1	E78F	COCD	COE6	
212	VTIMR2 VTIMR4	E78F	COCD	COE6	
216	VIMIRQ	E706	C030	C054	
222	VVBLKI	E7AE	COE2	C019	
224	VVBLKD	E905	C28A	C2A3	
226	CDTMA1	EBEC	EC11	EA2E	
	E:OPEN	F3FC F634	EF94 F2D3	EEF8 F17E	
E402	E:CLOSE E:GET	F63E	F24A	F18F	
	E:PUT	F6A4	F2B0	F1F5	
	E:STATUS	F634	F21E	F174	
E40A	E:SPECIAL		F2C3	F17C	
E40C	E:JUMP	F3E4	7707	EECD	
	S:OPEN	F3F6	EF8E F2D3	F17E	
E412	S:CLOSE S:GET	F634 F593	F180	FOD6	
	S:PUT	F5B7	F1A4	FOFA	
	S:STATUS	F634	F21E	F174	
E41A	S: SPECIAL	FCFC	F9AF	F903	
	S:JUMP	F3E4	EF6F	EECD	
	K: OPEN	F634	F21E	F174	
	K:CLOSE K:GET	F634 F6E2	F21E F2FD	F174 F242	
		F63D	F22D	F17D	
	K: STATUS	F634	F21E	F174	
	K: SPECIAL	F63D	F22D	F17D	
	K:JUMP	F3E4	EF6F	EECD	
	P:OPEN	EE9F	FEC2	EC63	
	P:CLOSE	EEDC EE9E	FF07 FEC1	ECA3 EC62	
E434	P:GET P:PUT	EEA7	FECB	EC6C	
	P:STATUS	EE81	FEA3	EC44	
	P:SPECIAL	EE9E	FEC1	EC62	
E43C	P:JUMP	EE78	FE9A	EC3A	
E440		EF4C	FCE6	ED1A	
E442		FO2B EFD6	FDCF FD7A	EE03 EDAE	
E444	C:GET C:PUT	F010	FDB4	EDE8	
E448		F028	FDCC	EEOO	
	C:SPECIAL		FCE5	ED19	
E440	C:JUMP	EF41	FCDC	EDOF	
	DISKIV	EDEA	C6A3	C2A9	
E453		EDF0	C6B3	C2B9 E4DF	
E456		E4C4 E959	E4DF C933	F74E	
E459		E8ED	C272	C28B	
E45F		E7AE	COE 2	C019	
E462	XITVBX	E905	C28A	C2A3	
E465		E944	E95C	E739	
E468		EBF2	EC17	EA34 COOC	
E46E		ECD5 E4A6	C00C E4C1	E4C1	
E46E		F223	*F223*	FCE1	*SLFTST*
E474		F11B	C290	C34B	
E477		F125	C2C8	C37B	
E472		EFE9	FD8D	EDC1	
	CSOPIV	EF5D	FCF7	ED2B	
E480			F223	FCE1 5000	
E483			EEBC	CAAE	
E489			E915	CAEB	
	PHINIV		E898	CA34	

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Me and My Eight Bit

Chuck Antonelli (ACORN)

I'm mad as ever about issues concerning the Atari 6502 based

computers.

First off, when I bought my first Atari 800, back in 1979 for over \$1000 (including 16K and an 410 program recorder), the only other choices were a TRS-80, Apple II and the PET (Commodore). I know there were others, but they aren't worth mentioning.

The Atari, although overpriced, was the best buy. Atari was owned by Warner Communications Inc. and even offered an 800 number to call if you needed technicial support. Atari never marketed their machines correctly, and Apple got in the door by making deals with schools, leaving Atari in the dust.

Not much has really changed with the company. Support is as low as ever, good new products are just as far and few and Atari is still undercutting their own faithful dealers by selling to stores like Kiddie-City.

As some of you know, from 1982-1983 I supported Atari systems at a store named "It's A Micro World" and founded IMAUG. You don't really know how bad it is until you are in a situation where you are spending \$70 to buy an Atari wholesale, selling it for \$124.00, and finding out that they are available from a small mail-order house for \$69.95! And Atari owners wonder why there is so little support.

The last software/hardware package I bought for my systems is the Black Box from Computer Software Services (and I love it!) and the SpartaDOS XCart (which, when used correctly, is wonderful!). I am very happy with my set-up.

I have come to face the fact that Atari Corp. is a mess, and they are losing more ground every day. Poor management from Day 1 is the reason.

Nonetheless, I stand by and support the computers every chance I get. The Atari 800 was ahead of its time and offered many unheard of features. The systems themselves are great. I use mine for literally everything. I run my

business with one, the point of sale cash register is an Atari 130XE, 1050 Disk Drive and an 820 printer. I run a BBS, 24 hours on another 130XE. I use my word processor, budget program, terminal package, games and other programs on the 800XL. I eventually want to link them together with the multiplexer from CSS when I get the time and energy.

When I need a program for my Atari, I sit down and write one. I don't go whining that there's no support. It's always been that way, and we've just never noticed it. When Micro Age had their user group meetings, we had members like Clinton Parker (author of Action!) who, rather than sitting back and complain, would do something about it.

Writing your own software and putting it on the shareware exchange is not a crime! Let's stop passing the buck and make an effort to come up with some creative ideas and software for our eight

The Good, The Bad and The Ugly

Tim Craft (CACE)

What is a Good BBS?

Well, a good BBS is a board that has active message bases, tons of files and is well kept. The SysOp of a good BBS takes time to check every file or apoint someone to do that for him (a CoSysop), is active in all message bases keeping things clean and removing message bases that lack interest.

The users are what make a good BBS by uploading files and being a giver not just a taker; they also feel free to comunicate with their fellow users.

In short, a good BBS is a pleasure to use and not a task.

What is a Bad BBS?

A bad BBS is boring. Nothing goes on there, opening messages go unchanged for months on end. The SysOp only drops in once every week or so just to make sure the system hasn't crashed.

Sometimes there is as a good bad BBS in which the SysOp and users indulge in such practices as pirating and phone phreaking. These systems are nothing but trouble! The users of a bad BBS don't care about messages, they only want files.

What is an Ugly BBS?

An ugly BBS is a disaster—the system is continually crashing, menus are hard to understand; the users belittle you or don't care about the board in general. The SysOp never plays an active part; it is only a passing fancy and soon the board is taken down because of a lack of interest or that is is simply a hassle to keep operating.

Remember, only you and the SysOp can make a board a winner. If everyone plays a part the system works, but if nobody cares is will always fail.

Fast Technology's Turbo16 Accelerator Board

Don Schmidt (SWAG)

You've had your ST for some time now and would like or need a boost in performance from your computer. Well, there are ways to add speed to your Atari ST. With two very fine software programs, QuickST and TurboST, you can add dramatic improvement to screen displays. Paging through word processor documents and drawing displays are speeded up with the help of these programs.

What Else is There?

But you say, "I need help in my spreadsheet number crunching." Well, it's Turbo16 to the rescue. With the addition of this high quality accelerator board, you can expect 40 percent speed increases in spreadsheet performance. Formulas are executed more quickly

and graphs are displayed more rapidly. Windows pop out on the screen and scrolling improvement is dramatic.

The biggest time saver I've seen so far was with a shareware program, Credenza Astrocal [1450 West 116th #21 Westminster, CO 80234]. This is a program to calculate sun rises, sets, moon rises, sets and other interesting information as our world turns. Turbo16 cuts the calculating/printing time of a yearly calendar from five and a half hours to three and a half.

How much does it cost?

It is a bit costly with a suggested retail price of \$299 and one can expect up to a \$50 installation cost. But there are ads in magazines and papers with competitive prices.

It is recommended your Atari service center do the installation. It is necessary to desolder the existing 68000 CPU, solder in a new

socket, solder in a new 74LS74 chip and place a few jumpers to various points in the computer. Also, there is an option to place a spst switch (not provided in the kit) to select either 8 Mhz or 16 Mhz operation. Because there a some programs that will run too fast with the Turbo16, I recommend installing the switch. Mostly games have a problem with the speed.

A fellow SWAG member did the installation for me. When he finished, the computer refused to boot. A call to Fast revealed there are two brands of MMU chips used in the ST. Brand VIP can't handle the increased speed that Turbo16 puts out. The other brand, the compatible chip, has a part number that ends with -38. This bit of information would be beneficial if included with the kit.

This is a quality product that you won't want to do without, once you've used it.

Eight Bit Q&A

Tim Craft (CACE)

Q. How many bytes to a sector?

A. There are 128 bytes to 1 sector. Now whenever you're on a BBS and you see a file size called out in bytes, just divide it by 128 to see how many sectors.

Q. What are Pokes and Peeks?

A. There are memory locations in your computer that control different things. For example, some control the colors on your screen, some control sound, some control text brightness and color. These memory locations contain a value that controls their functions. Peek-

ing at a memory location like typing "PRINT PEEK(710)" will give you the value in location 710. Poking at a location will allow you to change the value in that memory location.

If you type "POKE 710,0" the screen will turn black. You have just told the computer to change the screen color to 0(black). In BASIC this can be very useful. Here are some other pokes that will give you some neat effects...

POKE 54018,52 This will turn on your tape drive if the play button is pushed (that's great for playing tunes while you're programing).

POKE 54018,60 This turns off the tapedrive.

POKE 755,6 This will turn your characters upside down.

POKE 755,0 This turns inverse text to normal and turns the cursor off.

POKE 755,1 Turns the cursor off and makes inverse text vanish.

POKE 755,2 This turns all text back to normal.

I hope I have been able to help at least one new user fix or just get more out of their 8-bit system.

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Best Electronics is happy to announce their new product for the Mega 2 and Mega 4 keyboards called "Mega Click." By the name you can tell what this product does. After searching the world for half a year, we've found a replacement keyboard switch that gives the Mega owner that positive tactile "click" response like most real-world keyboards!

Our test sampling of Mega owners, who have tried our test Mega keyboards with Mega Click installed, all say the same thing, "I want the product now!"

The installation of Mega Click keyboard switches requires the ability to unsolder and solder-in components in your Mega keyboard. We strongly recommend that installation be done by an Atari computer service center!

Mega Click keyboard switches are packaged in a 30 Switch Starter Kit and a 10 Switch Add-on Kit. Suggested retail for the 30 Kit is \$64.95, and for the 10 Kit is \$21.95.

Mega Click Products became available December 26th. Place your order now!

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Basically Speaking Console Keys

Jeff Summers (ACORN)

This month let's look at the special keys located at the top of your XE computer or along the side of the keyboard in an old 800 or XL computer. I'm referring to the Start, Select, Option, reset, and help keys.

First off, the status of the Start, Select, and Option keys are all held in one memory location. By using the PEEK command, you can look at this location and then figure out which key or keys are pressed. The location you need to PEEK is location 53279. The meaning of the number returned is a bit cryptic, and best shown by a table:

Value Keys Pressed

- 0 All
- 1 Option, Select
- 2 Option, Start
- 3 Option
- 4 Select, Start
- 5 Select
- 6 Start
- 7 None

Thus, you can see there is a different value for each key pressed, as well as a value for each possible combination. The help key is a different matter. This key is only present on XL and XE computers, and its state is reflected in a different location than the Start, Select, and Option keys (these latter keys are commonly called the Console keys).

When help is pressed, location 732 will contain a 17. If shift and help are pressed, the same location will contain 81. Control help puts a 145 in that location. So, you can monitor the status of location 732 using the PEEK statement to detect the state of the help key.

Just like the console keys, the help key does nothing by itself. Software must be especially programmed to make use of this key, and very little software has been so programmed, much to the chagrin of beginning users who expect something to happen when they are confused and press help.

The other key in this grouping is the reset key. Technically, this causes a "warmstart" of the computer. What in the world is a warm start? Well, when you turn the computer on, the first thing it does is check to see how much memory it has, what devices are hooked up, the status of the cartridge port, whyou do this.

whether or not it should load DOS, and it sets up a lot of system locations in memory that it uses to remember where it is. This is called a cold start.

A warm start assumes the computer knows how much memory it has, has a DOS loaded or not appropriately, and that all the memory locations are properly set up but that the user wishes to stop the running program and get to the same state as when the computer was first turned on. This does not include wiping the memory clean.

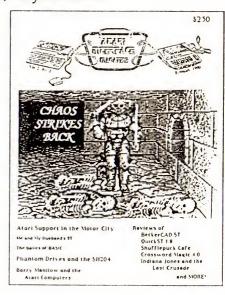
So, a warmstart resets the computer, but less than a coldstart. This is what happens when reset is pressed. However, there is a way to get the computer to think that it is in a coldstart instead of a warmstart.

This will enable you to change DOSes, add device handlers, etc. without turning the machine off and back on again, which is a little damaging to the capacitors inside. POKE'ing location 580 with 1 and then pressing reset will force the computer to coldstart.

This will erase any program you have currently in memory, so be sure to save your work before byou do this

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String Handling in GFA BASIC (or, It Slices, It Dices, It Chops...)

Micheal A. Calvin (SWAG)

One of the real strengths of any BASIC is its ability to manipulate strings of text. Those used to the 8-bit's way of cutting up strings will be confused by the new keywords used for the same purpose in GFA. Herewith are those keywords. NOTE: variables included in braces [] are optional.

RIGHT $(A^{(x)})$ —take the rightmost x characters of A\$. If x is not defined or included, take the last character of A\$.

LEFT(A[,x])—take the left x characters of A\$. If x is not defined or included, take the first character of A\$.

MID\$(A\$,x[,y])—starting at x position in A\$, take y characters. If y is not defined or included, take the rest of the string.

MID\$(A\$,x[,y])=B\$—insert B\$ into and over A\$ starting at the x position in the string. If y is defined, insert only y characters.

TRIM\$ (page 162) does NOT work, and is not recognized by the interpreter. Too bad, it'd have been useful in the example program.

UPPER\$(A\$)—Converts any lowercase characters in A\$ to uppercase. (Very useful for disk file access.)

INSTR(A\$,B\$[,x])—Find the starting position of B\$ (can also be text in quotes) within A\$. If x is included, start at the x position in

RINSTR(A\$,B\$[,x])—Same as INSTR, but the search starts with the rightmost (or xth) character and goes backwards.

LEN(A\$)—returns the length of a string.

Combining (concatenating) strings uses the plus sign. e.g. BIG\$=LITTLE\$+ANOTHER_LIT-TLE\$

The following simple-minded program uses most of these keywords, and the comments should help make the usage a little clearer.

Another hint, use mnemonic variable names, it makes debugging far easier. (But Uncle Mike, they always run the first time!)

```
' String Handler ...... It slices, it dices, it
chops....
CLS
PRINT
PRINT
' clear screen and bump down two lines
INPUT "Enter your full name please >", your_name$
 that's right, an input print statement!
b%=INSTR(your name$, " ")'
 returns the string position of the first space
c%=INSTR(your name$, " ",b%+1) ! count from last
space found +1
 find second space, if not a second space, c%=0
first$=LEFT$(your_name$,b%-1) ! pick off first
name
IF c% ! if there are two spaces, get middle name
or initial.
  middle$=MID$(your name$,b%+1,c%-(b%+1))
  ' starting at the first space (plus one!), get
the next c%-(b%+1)
   chars
```

```
ENDIF
IF C%
 last$=RIGHT$(your_name$,(LEN(your_name$)-c%))
ELSE
 last$=RIGHT$(your_name$,(LEN(your_name$)-b%))
ENDIF
 get the last name by subtracting c% (if
non-zero) from the length
 of the total string, otherwise subtract b%
' By the way, the % sign declares these variables to be 16 bit
  integers, saving a lot of memory. You can save
even more if you
  only need an 8-bit integer, use the & after the
variable
         e.g. B& would be an 8-bit integer vari-
able.
***********
UPPER$(LEFT$(first$)) ! capitalize names if the
user forgot to.
 UPPER$(LEFT$(middle$))
ENDIF
UPPER$(LEFT$(last$))
```

PRINT ! blank line below input PRINT "First name is: "; first\$ IF c% ! If there is a middle name or initial, print it.
 PRINT "Middle "; IF LEN(middle\$) < 3 ! if less than three chars, it's an initial PRINT "initial is: "; ELSE PRINT "name is: "; ! otherwise a full middle name ENDIF PRINT middle\$ ENDIF PRINT "Last name is: "; last\$ PRINT PRINT "Short way - "; LEFT\$(first\$); ". ";! with no second parameter, one char. PRINT LEFT\$(middle\$);". "; ENDIF PRINT last\$ PRINT PRINT "In a mirror: "; FOR a%=LEN(your_name\$) TO 1 STEP -1 PRINT RIGHT\$(your name\$); ! Print the last your_name\$=LEFT\$(your_name\$,a%-1) ! shorten the string by one NEXT a% PRINT : to clear last semicolon tie 'this last simply reverses the name on the screen

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THE Basics of Basic

Rick Burton (RACE)

This month, I would like to continue with the concept of strings by examining a cousin of the string called the variable.

You will recognize the family resemblance when you consider that variables are sometimes called "string variables". Included in our exploration will be a small bit of algebra giving us a handy metric conversion. Let's type another demo program:

10?"}"
20 POSITION 10,10
30? "ENTER KILOMETERS";40
INPUT K
50 M=K*0.621
60 POSITION 5,14
70? "THE EQUIVALENT OF ";M;
" MILES
80 GOTO 80
90 END

Now (as in last month's BASICS) an explanation of each line...

Line 10: Clears the screen. The question mark is short hand for PRINT and the arrow in quotes (which appears in the printout here as a curly brace) is made by first pressing the ESC key then holding the CONTROL key down while pressing the CLEAR key.

Line 20: Locates the beginning of text to be printed to the screen. The first number found after the POSITION command is spaces over from the left and the second is spaces down from the top. These must be separated by a comma. The screen can be seen as a 40 x 24 grid.

Line 30: Prints instructions to the screen. The semicolon "connects" the next program line to this one so the inputted number is on the same line on the screen. Try deleting the semicolon when you RUN the program to see what happens.

Line 40: Allows a number to be entered. The K is a "numeric" variable which does not require DIM-ENSIONING as a string variable. A question mark magically appears on the screen when INPUT is used!

Line 50: Multiplies variable K by 0.621 to assign a value to variable M. This is really the heart of the program which converts kilometers to miles. All the other program lines are simply making it convenient for the user to converse with the chips! (User interface, that is).

Line 60: Another positioning command.

Line 70: Prints more text to the screen with variable M having semicolon "connecters" on both sides to make text and variable apear as a continuous line. Note carefully the spaces in the quotes. Again, experiment with deleting semicolons and/or spaces to see the problems that arise.

Line 80: Keeps the computer spinning in circles. The READY prompt doesn't appear & you must press BREAK or RESET then RUN the program again.

Line 90: The END of the program!

Now RUN this handy little demo and try a sample value of 90 kilometers. Don't forget to press RETURN and voila! If all is carefully typed in you will have a converted value of 55.89 miles.

Want to make the cursor vanish? Add another line:

5 POKE 755,0

No more little white square! Notice that if you BREAK the program, the cursor remains invisible to mortal eyes but...RESET the program and READY appears with the cursor visible again. Hmmm?!? Stay tuned to future BASICS for more info on these and other cosmic mysteries...



"When I said I suspected a terminal malfunction, I was referring to the computer,
Mr Larkin, not you."

Get Blitzed:

Mike Czebiniak (UNYACE)

Are you tired of buying different versions of Procopy? Don't you hate when Procopy won't backup your protected software?

I had always hoped Proco Products would combine all the versions into one big one but they never did. I wanted a copier that would backup most anything without costing an arm and a leg.

Getting Started

At last a dream come true! I downloaded the Blitz Copier; it claimed to backup most anything at record speeds. This I had to see! The documentation claimed all I needed was some basic soldering skills, a second disk drive, a spare drive cable, an RS232 female connector and a case. I found I could also purchase a ready-made cable from a number of sources.

I decided to make a cable rather than purchase one. It took about an hour to make the cable. Don't worry if your cable doesn't work the first time, just check the pinouts to see if they are soldered in correctly. The cable will work!

After you install your Blitz Cable, you are ready to boot your machine. You can boot the software by placing it in the AUTO folder, using it as an accessory or running it from the desktop. The software runs in all resolutions.

Once the software is booted, you are ready to turn on the second drive. Get your best protected piece of software...I found it to be Populous, because none of many

versions of Procopy could make a running backup.

This copier actually can backup your software at speeds never seen before on the ST. To copy a standard 9 sector/80 track single sided disk (as formatted from the desktop) takes only 20-23 seconds in Turbo mode. A standard doublesided disk takes only 40-43 seconds to backup in Turbo mode.

Does It Work?

The Blitz Copier will backup most protected games. The only game I found it could not copy was Predator.

The Blitz Copier backs up your protected software by reading electrical impulses off the disk—not data. So the computer does not need to understand the information to copy it.

This means you can use the Blitz Copier to backup your protected IBM and Macintosh software if you're into emulation on the ST. The program reads and writes at the same time, so both drives must be at the same speed or very close to it.

The copy program has its flaws, however. The program won't tell you when it is done copying. It would be nice to hear a beep or two. The program also doesn't tell you if your drives are out of alignment. If your drives aren't both aligned and running at very close to the same speed, your backup disks will not work.

Limitations

The Blitz copies are only good for three generations. So, if you were trading disks of public domain software by Blitzing them, you could give one to a friend, he could give a Blitzed copy to a friend (using his Blitz Copier) and his friend could do the same thing.

After the third generation, the copy will not function. [Ed. Note: Actually, there are many reports that Blitzed backups cannot be copied even after one generation. Personally, I see this not as a flaw, but as a benefit—this means Blitz is great for making legitimate backups but ineffective as a tool for piracy.]

If the destination disk is writeprotected (meaning nothing can be written to the disk), the Blitz Copier will seem to write to the B drive, but in reality nothing is written. The copier doesn't bother to tell you that it can't write to it.

I also found some software hard to backup on the first try. But, when I copied it again, the backup protected program worked. If you have trouble with a Blitzed copy, try backing it up a second or third time from the original disk.

Even with these minor flaws, the Blitz Copier is the very best out in my opinion. The software is in the public domain and can be distributed freely, but you will a cable to backup software.

Finally

Either make a cable or buy one from your local software dealer or from companies like Innovative Concepts.

[Ed. Note: The Blitz and Turbo Blitz software, as well as directions on how to make the Blitz cable, appeared on the January 1990 AIM Disk of the Month.]

My Experiences with APAC (Any Point Any Color) Mode

J.D. Potter

I first came across APAC mode while reading (alas, now defunct) Analog Magazine's May 1988 issue. "The APAC System" article by Thomas Tanida described an 80 by 96 pixel resolution mode that allows display of any of the Atari 8-bit's 256 colors at any point on the screen. This intrigued me, and I typed the BASIC listings in right away. Sure enough, the demos showed 256 colors, and the program gave ways to PLOT and DRAWTO in BASIC programs in this new graphics mode.

APAC mode works by displaying a line of graphics 11 information (that is, 16 different colors, all at the same intensity), followed directly by a line of graphics 9 information (sixteen different shades

of gray).

The subtle shadings and realistic colors possible with APAC mode are nothing short of remarkable. I soon realized APAC should be good for doing much more than "drawing neat pictures" with BASIC.

I began to think of different applications. I had read a CompuServe article about their GIF(tm), or Graphics Interchange Format(tm). GIF allows users of different computers to exchange color pictures. These pictures had resolutions of 320 x 200 (and higher) at 16 colors per pixel (and up to 256). I also discovered Don Davis was developing his Atari 8-bit version of a GIF viewer. So I decided to head off in another direction with APAC.

One of my first programs was

called COLRCODE, started in May '88. This was designed for owners of ComputerEyes digitizers.

I had seen dozens of impressive pictures created on an Amiga(tm) computer. I asked a friend about how these were stored on disk. He gave me a short description of the Interchange File Format (IFF) for Interleaved Bitmaps (ILBM). I studied the description and started developing ILBMREAD for the Atari 8-bit in August of 1988.

After a month or two, I had a program that would load and display ILBM pictures in APAC mode and save them to disk. I started downloading picture files from local BBSes and GEnie's Amiga Roundtable. With each new display mode I discovered, I would modify the program to decipher it.

I refined ILBMREAD and uploaded the first version to GEnie in February '89 (#4141). The user interface was a little clunky, and it only supported a few ILBM modes.

In the meantime, I became an active reader of the comp.graphics newsgroup available on Internet. A couple interesting articles on GIF and Lempel-Ziv Welch (LZW, the compression algorithm used by GIF, ARC, and AlfCrunch) appeared, and I pored over these with great interest. A copy of the CompuServe GIF specification appeared, as well as a copy of gif2ras.c, a public domain C program written by Patrick J. Naughton. This last program was an implementation of a GIF decoder for use on a Sun workstation.

Armed with all this information, I set out trying to write my own GIF decoder for APAC mode. I initially called this GIFREAD, but later changed the name to APAC-VIEW to avoid any possible copyright infringement problems.

By June '89 I had a reasonably working version of it, and uploaded it to GEnie (#4432), Compuserve and Delphi simultaneously. This was the first program to also include a ShareWare notice and request for a \$5.00 donation.

Money did not start to pour in as I had hoped, but an encouraging few users did reply. Some sent in suggestions, which I included when I could in future revisions. Don Davis, author of the other GIF viewer (ATVIEW8.ARC on GEnie and CompuServe) also sent e-mail with suggestions to APACVIEW. I also began to hear about users whose monitors did not display APAC with any impressive colors to speak of.

Let me note that all my released programs were created with the Atari Macro Assembler on a standard 800 with two disk drives. All are 100% machine language for speed and size. All pixels of the source image are decoded and used to produce the APAC image; no pixels are skipped. This is how I avoid creating jagged edges, and thus create a smoother image.

I am constantly (well, more or less) enhancing these programs by adding new features. The latest version of ILBMREAD (V2.1, #4971 on GEnie) handles all valid ILBM modes. It also allows the user to "zoom in" on any rectangular area of the screen (down to the pixel size of an Atari screen or 80 x 96).

You programmers out there: polish up your latest program and upload it! Users: keep your 8-bit supporting magazine subscriptions up to date!

Federation (of Free Traders)

Steve Kendrick (CDACE)

"Excuse me, trader, perhaps I could interest you in a little Trib-ble....."

Federation of Free Traders [FOFT] from Gremlin Graphics Software is a space exploration/conquest game combined with a space flight simulator. While the game has elements derived from previous releases such as Elite, Starglider, Universe, Sundog and Starflight, it has unique elements of its own that separate it from the other packages.

Your main objective is to become the Big Cheese—Admiral of the Federation. You start out with a meager roll of credits and a basic ship, and it is up to you to amass money and fame to entitle you to this rank. There are several ways of achieving this goal, as well as many obstacles standing in your way.

The Federation, of which you are an initiate member, was formed as the expanding star colonies fell prey to marauding pirates. While the organized groups of space brigands have been mostly vanquished, there are still pockets of pirate corsairs that prey on the space lanes, and your ship is just as good as another for booty. Needless to say, a great deal of your income will be spent in fortifying your defensive systems.

Money is your main goal in this game. Exactly how you amass it is up to you, but there are just a few basic schemes to do this. You can ask for missions of various sorts from the FOFT, such as convoy escort and courier. Completing a

mission earns you cash as well as advances your rank. You can enter commodities trading, hoping to second-guess the shifting laws of supply and demand. The goods you buy can be sold in orbiting starports (where prices are heavily controlled and available items of trade are determined by local star-law), or take your chances in deep space or planetside, in the black market.

Star travel is a skill in itself. You select your destination from a well-done 3-D galactic map, then zip through hyperspace to the next star (assuming you have enough fuel and drive capacity to go where you want). After you reemerge into normal space, you must sight the objective planet, as there is only one base in each star system, then cruise toward it until you are given clearance to dock at the FOFT orbital station.

During your trip, you can take a shortcut hop through hyperspace, but in general this part of the game seems needlessly tedious. Although you can time skip ahead, you can't do this upon station approach. Moreover, you must be very efficient on your planetary approach; dither too long and pirates will find you.

When docked with the base, you can use your Gal-Net terminal to contact the FOFT for further orders, trade for goods or read messages and electronic mail on the bulletin board service.

You control your ship with joystick, and access various functions via the keyboard. Space combat and piloting is a skill in itself, and somewhat difficult to master. Unlike most other airplane and space flight simulators, the joystick controls two pairs of thrusters. One pair moves the ship's nose up and down, the other rotates the ship in a clockwise/counterclockwise fashion.

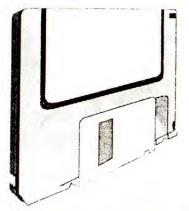
Also, if you don't have one, you will prefer a stick that can be operated one handed (or you can recruit another person to be a keyboard jockey "co-pilot") as there are two keys to control your speed; otherwise you will find yourself expiring in collisions with other ships with alarming frequency.

I have logged quite a few hours at this game, and although I do like it, I have noticed some rather serious flaws that detract from the whole. Forget your high-school physics and astronomy classes for one, as the galaxy you explore belongs more rightfully to Flash Gordon. Each planet seems rather character-less and alike, excepting some numerical attributes on the star-chart.

However, the game is not without its strengths. The graphics are very sharp and realistic, presenting a wide variety of three dimensional craft to encounter, a nice "hyperspace" effect and a detailed interior cockpit. The role playing aspects are most enjoyable; building a bankroll and beefing up your cruiser is the heart of the game, as you almost want to seek out opponents to test your Mark V fusion gun or souped-up engines.

I give this one a favorable review, with reservations. The package as a whole is professional, including the documentation (thin but adequate), two posters and a FOFT button.

Happy trading, and don't take any wooden Quatloos!



AlM Disk of the Month August 1990

All files on AIM Disks of the Month are self-extracting LZH archives. To use these programs, simply copy the files onto a disk with free space and double click on the files. The files automatically unARC themselves into the runnable programs.

Here's a short description of the files found on the October '90 disk. For more complete documentation. see the text files contained within

most of these archives.

DFIND.TOS-Very fast and easy to use general purpose file finder in both PRG and ACC forms. Wildcards supported include the standard * and ? plus full support for UNIX style [abc], [a-k], and [!abc] wildcards. User controllable output to screen and/or file. ST Careware from Oregon Research Associates.

DFORMAT.TOS-A standalone version of the custom formatter in Diamond Back II in PRG and ACC form. Super fast and reliable, it also formats high density (1.44/1.6 meg) floppies and disks compatible with the Apple File Exchange utility on Mac IIs. Easy to use. Supports Diamond Back II's automatic disk switching/ continuation feature.

EROSBILD.TOS-A "fantasy art" animation created by Oliver Saalfeld of Germany. Artwork in this animation was used as the desktop background picture for the DC Desktop snapshot on this month's cover of AIM. Color ONLY, Use Animate4 to load in this SEQ file.

EXAMPLES.TOS—Example programs/ dBMAN source code accompanying the October dBMAN TipSTer article by Peter Killian of the O-ACES user group.

FUZZBALL.TOS-This is a Q-bert Clone with good graphics and neat sound effects. Low Res color only.

GFXDEMO.TOS-GFX Demo, a NeXTstyle look-alike OS for the ST. Looks very nice! Color ONLY.

GO_BOARD.TOS—The game of GO, with piles of features including play by modem, save game feature and lots more. Includes the seven games of the 43rd Honinbo Tournament. Runs in mono and color (medium res only).

IG214.TOS-Instant Graphics! gives most any BBS graphics POWER! This version adds a new BitBlit command, editable sound effects and commands to build ONLINE MOUSE DRIVEN MENUS. Sysops can create point and click menus! Includes a program to convert GIST sound files into IG script. Sample graphics/sound files included. Supports color and monochrome graphics.

KV_GEO-1.TOS-Do you know the planets?...phases of the moon?...the difference between a meteor and a meteroid? This program lets you browse through pictures of the solar system, click on areas, read and zoom to other pictures. When you think you're ready, take the quiz (3 difficulty levels). Another great piece of educational Shareware from Knowledge Vine. Low res color ONLY.

MEGAFORM.TOS-This copier is shareware and allows [1] read once, write many for multiple disk copies, [2] "Side" copies: use the second side of your S/S disks [3] FAST disk copy. Also has error reporting that proves its worth time and time again. Works on all TOS versions and in mono or color.

PRFMATCH.TOS—Originally retailing for \$39.95 from Michtron, Perfect Match is now being sold as Shareware directly from the author. Perfect Match is a Concentration-type educational game. Color ONLY.

QUOTES.TOS-QUOTES is a quoter program (mainly for BBS sysops) with a twist or two. It allows you to have as many data files to pull text from as you choose-and it will write one or many 'destination' files out for you. A typical use is for a quote to be shown at logoff, but you could have it swap your WEL-COME screens daily, output random BBS hints or whatever you like.

SIMP_SEQ.TOS—'Bart's Believe It Or Not," a Simpson's animation that is smaller than a single Degas picture! Use Animate4 to view. Color ONLY.

SMRTRACK.TOS—Smart Track is probably the best satellite tracking program you've seen for the ST. Even if you aren't into satellite watching, this is one impressive program. Several data files are included. Shareware. Mono ONLY.

₩UKROBOTZ.TOS—Save your space station from the robots trying to take over in this fast action PD arcade game from the UK. Great graphics! Low res color

UNLZH172.TOS-Version 1.72 of UN-LZH, the 'fastest extractor for LZH archives." Easy-to-use GEM interface, does multiple archives at once, and automatically extracts to separate folders. Version 1.72 fixes problems with extracting stored '-lh0-' files and extracting archives where the last file is less than 20 bytes.

VALGUS20.TOS—Valgus is a Tetris clone that plays like the stand-alone arcade machine (round by round) instead of the PC version. This one features a two-player mode (player vs. player or player vs. computer). Runs in mono or color!

VECTOR.TOS—This program draws graphs used in algebra and trigonometry. It will plot straight lines, conic sections, absolute values, exponential curves, general and basic trigonometry functions. Designed for the math student, this program is easy to use and draws accurate

Readers can purchase the October '90 Disk of the Month from their local AIM Participating users group or by sending \$6 (\$5+\$1 shipping/handling) to Unicorn Publications, 3486 Braeburn Circle, Ann Arbor, MI 48108. Please specify the October '90 disk when ordering.

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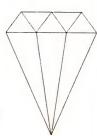
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The Atari Boosters League East (ABLE) meets monthly with enthusiasts and provides user support for all Atari computers except the Portfolio and PC line. The purpose of ABLE is to advance the knowledge of the membership through mutual education and the in-

terchange of ideas.

General meetings are held in the Palm Magnolia Room at the Orlando Public Library, 101 East Central Blvd., on the last Sunday of each month from 1:30 to 4:30 P.M. ST SIG special interest meetings take place in Room 134 at the Bush Science Center on the Rollins College campus on the second Wednesday of each month from 7 to 9:30 P.M. Ad hoc meetings are scheduled as needed to present speakers, conduct special workshops, provide tutorial seminars and for parties. We assist members in service and software problems, as well as arrange group purchases and discounts.

Information is disseminated to members through our newsletter, the ABLE Atari Information Digest (ABLE AID). A package of twelve selected previous issues of ABLE AID highlighting the "super eight" computers is available for \$10 (\$5 for members). In 1990, ABLE

began participating in the Atari Interface Magazine.

We have also established an ABLE Program Library of User Software (ABLE PLUS), consisting of several thousand files for the super eight and sweet sixteen computers. This library contains public domain programs contributed by ABLE members, as well as other computer clubs and users, to allow the sharing of user-written software. A computer specific listing is available to non-members for \$3 and disks are available to non-members for \$6 each.

ABLE accepts written correspondence at P.O. Box 1172, Winter Park, FL 32790, while membership inquiries are handled by Hadley Nelson, President, (407) 671-0317 or Milton Eager, Treasurer, (407)

834-0581. Annual dues are \$12.

ATARI CLUB OF DENVER
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Atari Computer Club of Toledo club members receive, as part of their dues, Atari Interface Magazine and access to the 8-bit and ST public domain software libraries. Disks are \$2/8-bit and \$3/ST, non-members may purchase disks at a slightly higher cost.

A.C.C.T. meets on the second Monday of the month from 7-9 pm at Bassett's Health Foods, 3301 West Central Avenue (Westgate Shopping Center), Toledo, Ohio. 8-BIT SIG (yes, I said 8-bit) held monthly at the home of Jim Herzberg. Dates and times announced at meeting. ST SIG held monthly at the home of David & Brenda Micka. Dates and times announced at meeting.

A.C.C.T. may be contacted at 6107 Greenwycke Lane, Monroe, MI 48161, by calling Dave Micka at 313-241-1157 or Michael

Justice at 419-242-7797 or via Fantasy Island BBS

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 313-241-1157

 VP & 8-Bit Librarian:
 Michael Justice
 419-242-7797

 Secretary:
 Sharon Hill
 419-423-2135

 Treasurer:
 Rose Taylor

 ST Librarian:
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The August ACCT meeting continued the discussion of more direction to the meetings. Everybody agrees something specific needs to done each meeting but there is very little volunteering to arrange things.

Also discussed was the unification of the ST application club with ACCT. Most people involved feel both clubs can benefit from

the merger.

Normally September is nomination month for the every exciting and heated races of the elected officers. We may leave the nominations until the actual elections in October. Unless we have an sudden on set of nominees. (Better be there! You may get Elected for something!)

It is easy to become complacent and think it could never happen to you or your club, but...It can. Jan. through July ST Disk of the

Month had a virus on it.

First of all it DID NOT come from the AIM disk. It was found on a copy program in our club library. It is a boot sector virus. It is a soily producted with V. Killer.

is easily eradicated with V-Killer.

I will have the latest version, as of Jan. 1990, at the meetings. All I ask is \$1 donation to the club for the disk. Read the directions carefully before executing the kill on your disks. If you have any questions call Dave, Brenda, Mike or me.

Watch for a date for an up coming lectures on viruses. (I'll volunteer somebody to do it!)

Logging off for this month. Good computing to you all!.

Sharon



The Atari Computer Owners of Rochester, NY (ACORN) meets on the 2nd Wednesday of each month. For the months of August and September, the group will meet at Sunset Recreation, 1317 Chili Avenue, in the town of Chili. (For all you out-of-towners reading this, that is pronounced Chi-lie). A vote is being held to determine a permanent meeting place.

At the August 8th and September 12th meetings, we will have our normally scheduled STarter class for the ST which meets at 6:45 pm, and a Basically Speaking class for the 8-bit which starts at 7pm.

ACORN operates a BBS at (716)436-3078 with 40 megs of public domain downloads for the 8-bit and ST systems. Our mailing address is POB 23676, Rochester, NY 14692.

Dues are \$18 per year which includes access to the club's PD libraries, enhanced access to our BBS, and subscriptions to our newsletter, the ACORN Kernel and to Atari Interface Magazine.

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September Hi-Lites At our August meeting, the club voted to continue our participation with AIM. After the business meeting, President Don Allis led an excellent discussion of the proper care and maintenance of computer equipment.

We have recently upgraded the equipment on our BBS, and all Atari users are welcome to call. The number is (716) 436-3078 at 3/12/2400 bps.

M ATARI 《CEDERATION 八

Regular meetings are held at the VAFB Federal Credit Union, Vandenberg Village, Califorina on the first Monday of every month at 7:00 P.M. Dues are \$10 for individual or \$15 for family membership. The Atari Federation maintains a PD software library for both 8-bit

and ST computers.

President Phil Rominger Vice President **Bob Ribortone Matt Matias** Secretary Herb Kanner Treasurer Newsletter Editor Jerry Sullivan 8-Bit Librarian Chester Hadley 16-Bit Librarian Charlene Rominger

Atari Federation meeting Aug 6, 1990 Secretary's Report by Matt Matias

Phil opened this month's meeting with a review of new mail: The Glendale Atari show (Sept 15 & 16) is looking for volunteers to help out at the show. The ST Journal is out and they are raising their subscription price by \$5 (only a couple of our club members have even seen one). More games have been released for the Lynx. The language "Pilot" has been released for the ST. And finally, Phil briefed the members on some of the new software releases in Europe (at least someone is getting new software).

Phil reported his progress on finding the club a 520ST: No great deals yet, but he's still looking. It was also decided that the Sept. meeting is going to be the club sponsored "Pizza Night." So if you haven't been to a meeting in a while, show up for this one!

Bob had some info on START magazine. Apparently they are not putting out a Sept. issue, they plan to use that month to regroup and improve their forthcoming issues.

Other inputs: Paradise Computers is closing their doors on 15 Aug. Also, Jim Wooding is clearing shop. That concluded the formal meeting.

Demos: Paul Alhart conducted the 8-bit demo of Miniture Golf from Antic, which includes a Course Construction capability. The 16-bit demo fell through due to the lack of an RF modulator.

A final note from Herb: We have plenty of 3 1/2" and 5 1/4" disks for sale. Good prices too!



The Birmingham Atari Computer Enthusiasts of Birmingham, Alabama meets at the Vestavia Hills Library downstairs at 7:00 p.m. the second Monday of each month. Membership dues are \$20 for a regular membership, and \$35 for a professional level membership.

Mark Bodenhausen President James Gilreath Vice President Brenda Bodenhausen Secretary Steve Yates Treasurer

For membership information, contact Steve Yates, 1005 Candy

Mountain Road, Birmingham, Alabama 35216. Our BBS is at (205) 833-5012. This is both a voice and data

line. To access the BBS, press 1 after the first ring. For voice, press 2. After 6 rings, 2 is automatically selected.



Bluegrass Region Atari Computer Enthusiasts

(606) 269-8989

President Vice President Greg Parsons Chris Dotson Secretary Treasurer Vacant Librarian Chris Dotson Rick Bradfield **BBS Sysop**

Abyss BBS (606) 223-2782.

B.R.A.C.E. (Bluegrass Region Atari Computer Enthusiasts) meets the third Sunday of each month from 1 - 4 PM. The site of the meeting is undetermined at this time. The officers will be in contact with you in the future to advise you of the meeting site. Current membership dues are \$15 per year for an individual membership, \$20 per year for a family membership and \$10 per year for an associate membership. (An associate membership includes receiving the monthly newsletter, but excludes the use of the library.) Members of B.R.A.C.E. have extra downloading privileges on The

BRAGST

Buffalo Region Atari Group for ST's

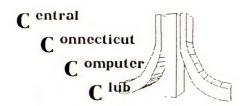
BRAG ST was founded in 1987 to serve Atari ST owners in the Western New York area. General Membership Meetings are held on the third Thursday of the month at Erie Community College North Campus, Room S-105 in the Student Center. Setup begins at 7:00 PM; Meeting starts 7:30 PM. The Board of Directors meet on the the first Tuesday of the month at the Your Host Restaurant, Harlem at Sheridan at 7:30 PM. All are welcome to attend. Piracy will not be tolerated at any BRAG ST function.

BRAG ST, PO Box 1035, Buffalo, New York, 14225

Chairman Mark Pierro (716) 691-7844 Vice Chairman Ken Malark (716) 683-1272 (716) 877-1328 Gerry Genson Joe Rogozinski Finances Records (716) 877-8378 Disk Librarian Carl Barron (716) 885-4325 Public Relations Harvel Hontz (716) 689-8074 (716) 839-0494 Graphics Dick Kersting



Cascades Atari Computer Enthusiasts is the Atari Club in and around Jackson, MI. The CACE BBS is run by the club and open to everyone. The number to call is (517) 764-4047. Current membership dues are \$14.80. Any written communication with CACE should be sent to PO Box 6161, Jackson, MI 49204. Our meetings are held on the second Saturday of the month fro 1p.m. to approx. 4p.m. at the Boos Recreational Center. For more information, contact Brent Fisher at (517) 764-4599.



OK....I've been on the run almost non-stop for the last 4 weeks, and pardon me if this is a bit short. We are going to conduct meetings at various members homes for the time being rather than take Joe's time away from him. Face it, why should he stay after at work for a club that really doesn't show up?? The only members to faithfully show up meeting for meeting are the officers! We can do that at my house, for crying out loud.

Anyhow, that's the main poop for this month. The club continues but now we are out of Eastern Computer-Video. IF, and I mean IF....interest develops again we will approach Joe for use of his facilities again.

Next month, for September's meet, I will contact you members

and notify you of the meeting location.

This is not a disbanding of the group. There was no friction (that I know of) between us and Joe. I just feel until we grow again as a group, we should let Joe & Co. go home on time at the end of their day. The story by Joe Morando is the start of something positive...more will follow. That's all fer now....see you in September.

Rich Scheidel....da Prez.



Central Delaware Computer Club meets on the second Thursday of each month. For more information, contact President Alan Beddow at (302) 678-1450 or write CDACC at PO Box 545, Camden-Wyoming, DE 19934.



Who We Are: Capital District Atari Computer Enthusiasts (CDACE) is located in Albany, NY and serves the tri-city capital region. Meetings are currently held on the third Tuesday for the XE group and the last Tuesday for the ST group at the Computer Cellar, Westgate Plaza, Albany, NY. Meetings begin at 7 PM with the libraries available starting at 6:30 PM. Dues are currently \$20 per year for each family. This includes a subscription to AIM, our monthly newsletter and our BBS. Membership is not required to visit a meeting.



President Norman Moore (503) 447-3598 (503) 548-8201 ST-VP Bob Kanski 8-Bit VP Marc Hitson (503) 648-0513 Treasurer/Editor Glenn Dulin (503) 382-3956 Secretary Nancy Kanski (503) 548-8201

Address: Central Oregon Atari Club, PO Box 6824, Bend, OR 97708

Membership dues are \$1/month and \$1/year for each additional family member. We meet every second Saturday of the month at 5:00 PM at the Ann Rita Conference Center, which lies just in front of the St. Charles Hospital on Neff Road in Bend.



The Champaign-Urbana ST Users Group (CUSTUG) meets at 7pm on the second Wednesday of each month in the Auditorium of the Urbana Free Library at the corner of Elm and Race in Urbana, IL. Membership dues include a subscription to AIM and GLITCH and use of the commercial lending library. New members are welcome. The group supports a local BBS, Blackhawk's Keep, operating 24 hours a day at 3/12/2400 baud (1/8/N): 217-892-5512.

Henry Murphy Jimmie Myers Jim Linder Tim Brumleve

President Vice President Secretary/Treasurer Librarian

First Atari Computer Club of Spokane

President Tim Osborne 509-624-1917 Classic VP Ron Hoffman 509-487-3520 ST VP Keith Busch 509-926-9369 Treasurer Norm Iverson 509-253-4733 Secretary Nancy Prevost 509-456-0506 Greg Morse Sysop 509-328-1013 Classic Librarian Ed Hicks 509-992-1244 ST Librarian Roy Steele 208-773-4876 Newsletter Editor Merry Iverson 509-253-4733

We currently own and maintain a 24-hour Bulletin Board System (BBS), open to everyone with a 300, 1200, or 2400 baud modem, called the Atari Zone. To enter the Atari Zone call 509-326-5741.

Since we currently have renewal dates scattered throughout the year, please check your card for your current expiration date. Remember, once your membership expires we are no longer able to send you your AIM Newsletter or allow you to remain at the F.A.C.C.S. level on the Atari Zone. To prevent any interruption in your F.A.C.C.S. services please renew by the expiration date on



GRASS meets the first Wednesday of every month at the Wyoming Public Library, 3350 Michael S.W.. Doors open at 6:30, meeting starts at 7:00pm. Dues are \$22.00/yr. including AIM. Bring in one PD software disk and get 2 blank disks for your time.

Tim Feenstra President (616)249-9742

2239 Collingwood SW., Wyoming, MI 49509

(616)698-7319 Greg Williams Vice President George Nosky Treasurer (616)942-1527 Len Brothers (616)532-0653 Secretary Chuck Baughman Librarian (616)795-7373 Membership Gerry Borysiak (616)896-9358 Charlene Bird Co-Librarian (616)795-3593

President's Monthly:17 August 1990

Well, summer is slowly making way for fall, and hopefully meeting attendance will pick up as outdoor activities give way to more time for everyone to tinker with those now dusty computers. I must admit mine did not get as much attention as I would have liked. Seems about the only major keyboard projects were the wargame articles that have been appearing here in AIM.

Meetings will start covering standard topics again, since we had a lot of info demoed this summer for those who have more than the 64K memory that almost all software uses. One of the more interesting was snap, a program to allow two programs to reside in memory at the same time. Since then I have found out there are several versions of the program, one for hard disk users. I see another article coming to review these fine programs and give credit to the author.

Remember to keep the club in mind as you meet new users, and those who have just not joined yet. A lot of Atari computers are changing hands these days, and the new owners could get information and ideas at the meetings from the demos and just by talking to the more experianced users. Recommend joining the group every chance you get, more members is more information, more ideas, and more fun.

Come to the meetings, and bring a friend Tim



President Carl Neblett (409)755-6535
Vice President Bob Lisle (409)832-5659
Treasurer Charles (Butch) Foster
Secretary Joe Bryant (409)839-8645
Ass Secretary Carlton Trimble

Ass Secretary
Asst Secretary
Lynn Simon
Ray St.Cyr
Key Master
BBS Number
Terry Booth

BBS Number (409)722-6526
Congratulations to all the officers and thanks to last years group.
May we all have a fine year in the GTAUG! The GTAUG has been 'around' since 1981 and supports both the 8-bit and 16-bit communities. Meetings are held the first Tuesday of each month at a location announced in the previous meeting.

At present our dues are \$24 per year (Our year begins in September.) and is pro-rated at \$2 per month for new members the first year. Since our nearest dealer is 90+ miles away, it is imperative that we support each other. It is for this very reason our group is a fairly close and diverse. We support all facets of Atari computing from 8-bit to Spectre/Mac to IBM and MIDI.

Notes from our July/August Meetings

Well the summer months are the slowest, but our meetings have been quite informative and our attendance quite good.

In our ongoing effort to be a kinder, gentler users group, we have been trying to find ways to increase attendance, revenues and organizational structure to our group. We have bought ST Format, a fine European magazine with disk. These magazines are a part of our library and may be checked out in our monthly meetings as well as through contacting Ray St.Cyr.

Our past two meetings we have had the pleasure of demoing the latest in PD software from home and abroad. The software is

definately maturing! There is good stuff out there!!!

Well that's it for now!!! If any of you readers out there have suggestions to build a stronger users group, feel free to write us or address in this magazine. We all must work together for a stronger Atari community!!!

September's meeting is scheduled for the 11th and will be held as usual at the First Federal on Highland Avenue, Beaumont, Texas. Meeting will begin at 7P.M.

Elections will be held and our dues are due! Hope to See you there and please bring your checkbook!!!

Joe B. (GTAUG Secretary)



The Houston Atari Computer Enthusiasts meet on the fourth Wednesday of the month, 6:45pm at the Health Economics Corporation, 2400 West Loop South, in Houston, Texas. The club supports

all Atari computers from the 400 to the Mega4.

Membership is \$22 per year, and gives full access to our BBS (713) 458-9923, access to our disk, magazine and newsletter libraries, a subscription to AIM, and our local news journal UPDATE ATARI. There are also other benefits, such as store discounts, door prizes, workshops, telephone help when you have problems, and much more! For more information, please contact one of our officers or drop us a line!

HACE, P.O.Box 460212, Houston, TX 77056

 President:
 Bill Kithas
 713-855-0815

 Vice President:
 John Hauser
 713-458-0595

 Secretary:
 Bob Leeper
 713-665-3229

 Treasurer:
 Jim Salmon
 713-879-8119

 Newsletter Editor:
 Tracy Webber
 713-981-5343



Jersey Atari Computer Society, P.O. Box 710, Clementon, New Jersey 08021. JACS BBS: (609) 346-1224

President Mike Hopkins 227-9058
ST Vice President Maureen Kelly 428-9381
Treasurer Forrest Blood 877-3579
Recording Sec'y Gary Mickus 767-1933
Membership Chair Al Guretse 596-7567

The Jersey Atari Computer Society (JACS) provides a forum through which members may further their understanding and enjoyment of all Atari computers, through the exchange of ideas and information with other users.

JACS holds two meetings per month at the Camden County Library, across from the Echelon Mall in Voorhees, New Jersey. The executive meeting, where all the planning for the club takes place, is held in the 2nd floor meeting room from 7-9 PM (meeting dates vary from month to month). The regular JACS meeting is usually held on the third Tuesday of each month, in the 3rd floor meeting room from 7-9 PM



Layton ACE of Utah



The Layton Atari Computer Enthusiasts (L.A.C.E.) membership cost \$20 per year. Privileges include the AIM Monthly Magazine, access to the 8-Bit and ST club libraries, monthly meetings, help and friendship. If you are presently not a LACE Club member and wish to join contact the one of following persons or write to LACE, c/o Irwin Brooks, 3897 So. 2275 W., Roy, UT 84067-3515.

Irwin Brooks,
Richard Clark,
Ken Karchner,
Lonnie Allen,
Richard Clark,
Secretary/Treasurer
8-Bit Librarian
Resident/ST Librarian (801)731-1516
(801)825-5823
(801)776-8015
(801)392-4450

The L.A.C.E. Club Meets in the basement of the Clearfield Library every second Wednesday of the month at 7:00 p.m.

Mark your calendars for the next three meetings: August 8, September 12, and October 10, 1990.

LACE President's Column

HACKERS - Where have they all gone?

In the not-to-distant past, when someone called a person "a hacker" it was a compliment. The term "hacker" was popularly defined as a person who made computers their hobby. They were the ones that knew RAM from ROM, what role an interrupt played in I/O and even what 2 to the 20th power equaled without using a calculator. They were a close-knit group that knew all of the other hackers within a 20 mile radius by their first names. You could commonly find them together discussing a problem or an idea for hours on end. They had a sort of mystic air about them to the rest of the world. They talked funny, would keep weird hours and seemed to get some sort of strange enjoyment for long periods of time with an inanimate object that served no useful purpose (computer). If they weren't deemed harmless, they might have been committed to an insane asylum.

The typical hacker was a polite and nice enough person, but not the kind that you'd expect to host celebrity dinner parties. To hackers, conversations were not free-flowing. If you were to engage a hacker in one, you'd either have to speak their blend of acronymism English or just nod and say "how interesting" a lot. However, they did have their unique and valuable role.

The world needed these computer wizards to do the jobs that the rest of society didn't quite understand. For instance: an elusive system problem, perhaps an accidently deleted, all-important data file or tracking down the critical software bug

required a hacker.

That was the picture a short time ago when computers were still new enough that some people thought it was a fad that would pass with time. Now though, in these days of high priced, business- suited computer repairmen, salespeople and analysts, the situation has changed. The pervasive belief is -- computer expertise comes with a high price. While that may be true, it also comes with medium and low costs as well. The trade-off is that they come without the three piece suits, or for that matter even a tie. Although the packaging isn't as fancy, the knowledge may be the same or even better. These lower cost models are the hackers of yesterday. They're the ones that still believe in the art of Boolean algrebra and micro-coding. Where did they all go? Take heart, hackers are still around. It's true that they are now harder to find in this increasingly sophisticated computer world, but when you have a 'serious' problem and a tight budget, you too will go looking for a friendly hacker and be glad you did.

Irwin L. Brooks LACE Club President August 18, 1990

LBACE

The Long Beach Atari Computer Enthusiasts meet on the second Sunday of the month at 6:00 pm. Meetings are held at Mercury Savings and Loan on the corner of Long Beach Blvd. and Carson in Long Beach. Address is PO Box 92812, Long Beach, CA 90809.

President Richard Hull
Vice-president John Saunders
Treasurer Pat Connelly

(213) 422-1055

n Saunders 863-2582

Treasurer LBACE BBS

498-8824

Club dues are \$20 annually. The club supports both the 8bit and ST. Members have access to the club's PD library and BBS and receive a year's subscription to Atari Interface Magazine.



The Michigan Afari Computer Enthusiasts

Members of MACE receive, as part of their dues, Atari Interface Magazine. Members are also entitled to purchase disks from the 8-Bit and ST public domain software libraries. 8-Bit disks are \$3 each, and ST disks are \$4 each. As an added bonus, if you purchase three (3) disks from either library you will receive a fourth disk of your choice at absolutely no cost. Non-Members may purchase disks at a slightly higher rate. Mail order is also available.

For a catalog of current disks in our libraries, send \$2 to:

MACE, P.O. Box 2785, Southfield, MI 48037

MACE meetings are held on the Third Tuesday of each month at the Southfield Civic Center at 7:30pm. The Southfield Civic Center is located at 10 1/2 Mile and Evergreen Rd, one half mile south of the Evergreen exit on the new I-696. Meetings are in the small pavilion, room 115. Parking is available in the parking garage below the pavilion or in one of the many parking lots on the Civic Center grounds.

If you have any problems with getting to the MACE meetings, please feel free to call on a MACE Officer to relieve you of your confusion. We are always glad to extend a helping hand!

Please come and join us! We are awaiting your visit!

GKAUG Notes: The computer picnic was certainly worth attending. The Kids that were here had the opportunity of using the new playground equipment while the rest of the kids played with various programs.

We spent much of our time looking at and exchanging program files for the Pinball Construction Set by Bill Budge. We started at about 10 am and finally had lunch about 1 pm when the kids

complained of hunger pains.

There was an assortment of food as well as the ever popular hamburgers/hotdogs. There wasn't much left over but we didn't finish up until about 7 pm, so we were very productive computer wise and food wise.

One of our next projects is to use the No Frills Software program The Converter to get a few disk of Print Shop Icons converted to Print Power and the New Room format... I am sure that will take some time.

Bryant brought over his Battle Ship modem game. We played that for some time... it takes some time to play, but we all really enjoyed it.

Call me if you want to join us.

Note: Another call from an old member, wants to sell his Atari System, figures that I "KNOW" someone who wants it. My six members already have computers...these are the only members I "know".

Frank Fellheimer (616) 657-6106

MACE Meeting Minutes for July

The July meeting of the Michigan Atari Computer Enthusiasts got underway at 7:50pm. Our special guest was Brian Cassidy, president of WAUG in Windsor Ontario. Mr. Cassidy gave a little speech about an Atari show that WAUG was planning for May 4&5 of next year and invited all to attend. Ed Hanson, MACE President, pointed out that American Atari dealers may be iffy about bringing products to sell at the show due to the import taxes that they would have to pay to bring their stuff into Canada. Brain explained that customs was being given a top priority, and as things stood now, American show-goers would not have to pay any taxes on items purchased from American developers.

Next, Brian Wilmoth gave a demo of the new game Sim City, in which players are made mayor of a city and build it up into an even bigger one while dealing with disasters, crime and other obstacles. Following this, Ed Hanson took over with the evening's main topic, Telecommunications. Ed discussed different modems and software packages to run them, and also disscussed the ups and downs of running a BBS system. Next Ted Newkumet showed off the AIM disk of the month. Following a short break, the meeting was closed out by giving some of the members a chance to try out Sim City. The meeting was called to an end at 9:58pm.



Mid-Ohio Atari User Group Post Office Box 134, Ontario, OH 44862

The Mid-Ohio Atari User Group supports all models of Atari computers. We meet at A&B Computers, located in the West Park Shopping Center on Park Avenue West in Mansfield. Meetings are held the third Saturday of each month from 7:00pm to 9:00pm. Demonstrations are welcomed and pirating is expressly forbidden.

MAUG is a participating club in the Atari Interface Magazine. As such, members receive an issue of A.I.M. each month for no extra charge. Club dues are \$7.50 per year for residents of Ohio, and \$10.00 per year for others. A monthly disk subscription is an additional \$3.00 per year if you pick your disk up at the meeting. Disk subscriptions which must be mailed are an additional \$24.00 per year.

The club maintains a disk library for both the 8-bit and ST computers. The library disks are made available at each meeting. There is also a message base on the DataQue Support BBS members to use. Anyone wishing to become a M.A.U.G member can contact Chuck Steinman at the club address or call the DataQue Support BBS at (419) 529-5197 and leave email to the SysOp.

Middle Georgia



Atari Users Group

The Middle GA Atari Users Group is the sole Atari Club in the Middle Georgia area. We are composed of 60 members of which approx. half are ST users. Club president Pete Miller can be reached by phone at 912-328-8758. The MGAUG address is 115 Feagin Mill Rd., Warner Robins, GA 31088. MGAUG meets the second Sunday of each month at 2 PM at the Warner Robins Library. Annual dues are \$5 with the newsletter optional. Use of the club library is free to all paid members.

The August meeting kicked off with a discussion of the upcomming Atari Show at the local Mall. All of the preparations are moving along smoothly for the August 25th show. So far we have 10 members that will be able to make it to the show. We will have Spectre GCR, PageStream, Cad 3D, Wordprocessing, the Hand Scanner and more. The highlight of the August meeting was the 1040STe that Jimmey Howe brought to the meeting. Jim had his 1040STe hooked up with two external speakers to show off the STe's sound. Jims 1040 came with TOS 1.62 installed plus the blitter. He said that many of the games reported by ST Action (A mag. from England) as not working on the STe were working just fine on his computer. One of the games most mentioned was TV Sports Football but Jim said that it worked just fine, perhaps the TOS 1.62 is more compatable than TOS 1.4.

The MGAUG Disk of the month featured two new game demo's, ThunderStrike and Dan Dare III. A program that may be of interest to some of you was PM2DEG. PM2DEG will take a Printmaster graphic and blow it up to screen size without distorting it. You can then save it out as a Degas file. Another little program was Fireworks. Fireworks is a short graphic demo that works in low rez. Just run this program and sit back and watch some Fourth of July blasts. The last program on this month is for monocrome users only. I guess that PACMAN needs no discription. The play is fast and fun with this Mono only game.

After a LONG dry spell we have a new member. David Kelley lives in Warner Robins and is the proud owner of Jimmey Howe's old 520ST with 2.5 Meg. We hope that Dave will be able to make it to all of the meetings.

After some correspondence with the nice folks at Current Notes that I have been having you should all be receiving a FREE issue of their fine magazine. Be sure to read Dave Small's article in this month's issue, "Hey, World Stop Picking on Atari!", and I thought that I was the only one that felt that way. I enjoyed the article so much that I right away called Dave and thanked him for writing it. I'm SO tired of Atari Bashing.

t appears that our AIM issue for August has lost its way somewhere along the line. The fault appears to be mine. When I bought my DeskJet+ I started using full page lazer labels. This makes it necessary for me to ship it in a large full page envelope. Apparently it takes a LOT longer for this to get to the mail than letter size envelopes. The problem has now been rectified but I am not sure of what results we will get. We may get 2 October issues.



Nashville Atari Users' Group P.O. Box 121752 Nashville, TN 37212

NAUG meets on the third Thursday of each month from 7PM to 10PM at the Cumberland Museum and Science Center. Membership dues are \$24 per family for the entire year. With your membership you will receive our local newsletter, Atari News, a subscription to Atari Interface Magazine, access to the club's 8-bit & ST Public Domain/Shareware libraries, any group discounts on products, and entrance to all club related functions. We have an Associate Membership for \$12 per year. With this membership, you will receive Atari News, AIM and access to our 8-bit & ST PD/Shareware libraries. People joining during or after the month of July pay 1/2 the yearly rate. Visitors are welcome to all meetings.

arly rate. Visitors are wel	come to all meetings.	
President & Editor	Walt Sullivan	(615) 228-7353
Treasurer	Michael Gardner	(615) 868-0843
8Bit Chair & Librarian	Jerome Seward	(615) 385-9366
ST Chair & Librarian	Lee Griggs	(615) 356-9071
Emerald City BBS		(615) 754-4351
Forgotten Realms		(615) 833-4971
The Nashville Exchange	Ө	(615) 383-0727
Troll's Cave		(615) 872-0757



O-ACEs is a non-profit group interested in getting more out of Atari computers. We are NOT affiliated with Atari Corp. or any other commercial organization -- we are there for YOU! We cover BOTH 8-bit (including the 400/800, XL, XE, and XEGS series) AND 16-bit (ST series) Atari computers. We meet twice each month (except November and December) on the 2nd and LAST Wednesday each month. Doors open by 7:30 pm at La Vista Recreation Center, 8116 Parkview Blvd. (just off 84th Street, south of Food-4-Less and east of 84th at the light)

FIRST MEETING: (2nd Wednesday) Covers news, views, and decisions that ALL members might be interested in. FOCUS MEETING: (LAST Wednesday) Concentrated information on a single topic (such as word-processing, spreadsheets, music composition,

desktop publishing, etc.)

Call 592-5427, for more info on O-ACEs!

Portland Atari

Portland Atari Club and the original Eugene ACE
President Paul D. Gittins 503-667-2403

President Vice-President Sec. Treasurer Membership Sec. ST Disk Librarian

Ben Smith Mel Anderson Paul Karczag Randall Leong Jon Johnson

on 503-232-7231 g 503-256-4199 ng 503-246-6354

503-646-4471

8-Bit Librarian
Sargeant at Arms
Advisor
Jon Johnson
Dutch Leanard
Bill Pike

We of the Portland Atari Club are very excited at becoming members of AIM. PAC is one of the oldest Atari clubs and still has active sections of both 8-bit users and ST members. We currently are available through the ACE of America BBS at 503-285-4417 operating on 300/1200/2400 baud. Club meetings take place the first Monday of the month at the Northwest Service Center on NW 18th and Everett. All are welcome. Meeting time is from 7 pm till 9:30 pm.

At the August meeting David Hunt was installed as BBS director and Ben Smith as Vice-President. Ben will be helping with

special projects and demos at out regular meetings.

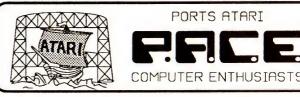
Our next swap meeting will be held at our November meeting so please pass the word along. Since we do have to pay for our meeting place all non-members will be charged a nominal fee of

\$10 if they wish to use a table to sell their wares.

Beginning with August, the format for the meeting has been changed. We will be beginning with a very short general meeting of about 15 to 20 minutes. After this we will separate to your choice of 8-bit, ST or just sampling the vendor items. Our goal is to have more fun and give all of you the opportunity to show your software or hardware as well as having a little more time share conversation. Additionally, if you have something you wish to sell you may have the opportunity to demo it on club equipment provided you take the time to answer questions about your stuff.

Since you will probably be reading this article sometime after our September meeting and before the October meeting I would like to invite you to begin thinking about officers for our club for the coming year. Take your best shot but please don't run unless you are sure you can spare the time to do a good job.

We'll see you at the the next meeting!



President 525-1058 Tracy Hendershot 525-7430 Vice President. Larry Nadeau 394-9326 Sec/Treasurer John Zupansic STLibrarian Don Henricksen 729-6309 8bit Librarian Gary Armbrust 729-6906 ST Coordinator Geoffrey Bennett 722-3354 8bit Coordinator Aaron Potopinski 525-1058

Membership to PACE is \$30.00 per year or \$9.00 per quarter. General meetings are held at 6:30pm on the third Sunday of every month. In the event of a holiday, a new date will be chosen and will be posted within the pages of this newsletter and on local Bulletin Boards. Membership includes a monthly newsletter, monthly meeting, FREE Disk-of-the-Month, access to our BBS, FREE printer ribbon re-inking, and FREE copying priveleges to our VAST collection of 8/16 bit Public Domain programs. Ports A.C.E. is an alliance of families with a mutual interest in the Atari Computer and is an independent, non-profit organization. PACE hardware assets: 130XE, 1050 Drive, MacInker and a Supra 300 baud modem. Any written correspondence should be addressed directly to Ports A.C.E., Tracy Hendershot, 4835 Crosley Avenue, Duluth, MN 55804.

From the President...

It's been enjoyable having a break over the summer months. Car, home and lawn maintenance took up most of my summer; how about yours? Many of us have been in phone contact and several problems that have cropped up were solved. We've also picked up a few new members. Rest assured, we'll be back together in September, stronger than ever!

Our blank disks have arrived and prices have been set at 2/\$1.00 for 3.5"; 4/\$1.00 for 5.25". We have received several pieces of mail advertising new application software for the 8bit. I will bring them in September. Micro Simulations has moved back to Duluth at the SysOp's new business. The numbers (all 24 hours)

are 626-3307, 626-3324 and 626-3325.

The Lynx has been spotted at Children's Palace as of August 9th. It was placed next to Mr. Gameboy in their display case. Two retailers in our area sell the Lynx now. I wouldn't even bother mentioning this, but Atari Corp is in dire need of CAPITAL, and if it's a portable game system that provides it, I won't complain. Atari Corp (ATC) has been establishing a good solid market base in the \$5-6 range, and some encouraging sales just could make the stock price shoot up to the ceiling.

For all who have been wanting more information on the TT, here is the latest. I have read conflicting stories on Net-Mail, but from what I gather is that Atari, in its infinite wisdom, has decided that the speed of the TT will be 32 Mhz, not 16 Mhz as planned. A turn in the right direction, I would say. Some Amiga owners are abandoning their machines for the much awaited TT because the cost for the TT is said to be around \$1000 less than the similar Amiga 3000. Folks on the west coast are already putting money down at their dealers to be the first to get TTs. October 1st has been the promised release date, however we won't hold our breaths!

See y'all come Sunday, September 16th at the Wisconsin D.O.T. building at 6:30 pm, located near the foot of the Blatnik Bridge in Superior. Ask any officer for directions if you need help locating our meeting place.

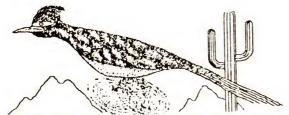
For Sale:

Complete Atari Package: Includes Mega 2 with Supra Drive hard disk 30 MB; SM124 monitor; Star NX-2400 printer; Superbase Database and Word Writer software. Used less than 50 hours. \$2150. Albany, NY area. Days (518) 383-5597. Evenings (518) 583-3307.

Athena II CAD package -- \$50 520ST power supply -- \$25

64K Printer Buffer -- \$50 Call Carl Nobile (919) 836-8047

Atari 800 with 48K, 810 Disk Drive with chip and software and cartridges. All for \$75. Contact Russell Gregory at (919) 782-8122.



The PHAST monthly meetings are held on the second Saturday of each month at 8640 N. 19th Ave., Phoenix, Arizona from 9am to

President Robert Dytmire (602)861-1903 (602)584-1183 Vice President Lance Summers (602)849-8949 John Steiner Treasurer (602)273-1185 Membership/Sgt. Arms Mike Zachary Recording Sec/ Editor Jim Keho (602)934-9181 Publications Librarian Donald Thompson (602)486-1593

Club Minutes for Sat. August 11,1990 -by Jim Keho

The meeting was called to order at 9am. There were only about 18 members and visitors in attendance. It's gotta be the heat, huh?? Well it'll be cooling down. So come on down!!

SIGs -- Mike Zachary ran a SIG on MIDI w/his system and his MIDI clarinet. Sounded great Mike! If you're interested in running

a SIG at a meeting just speak up, you're needed!!

On with general business... Robert spoke about this upcoming October meeting. If all goes as planned we will have one of the Codehead's as our special guest speaker! The authors of Midimax, Maxifile, Hotwire, G+Plus, etc. Lloyd relayed the message from them to us at the meeting, and at least one of them will be able to come. We hope!! Also Thanks Lloyd for contacting them! So you won't want to miss this meeting!

Also the annual swap meet has been changed to Sat. Oct. 27,1990. This isn't official yet!! There'll be more information about the swap meet in the near future, stay tuned! Demos: Dave Thorson demoed the game Tower Toppler. Well that's it for this

month, the next meeting is Sept. 8th, see you there!!



P3Atari Computer Enthusiasts (P3ACE)

Serving the Colorado Springs, Colorado ATARI community since 1982. PO Box 17779, Colorado Springs, CO 80935

380-8082 President: Rick Reaser. 591-6062 VP ST: Steve Leser VPXE: John Sandgren, 599-5933 Treasurer: Jerry Sundee, 574-0005 STLibrarian: Rick Mount, 596-8631 550-1410 XELibrarian: Dave Koster, Ed Fletcher, 596-1130 Editor:



WE'RE NOT JUST PLAYING GAMES ANYMORE!

We meet at Rock Valley College, the third Saturday of each month. Meeting time 9 to noon. We support the Super 8 and Sweet Sixteen Atari computers, the Atari company, and our fellow Atari Support is also provided through BBS Camille 815-397-5327 @ 300, 1200, and 2400 baud. Our meetings include coffee and rolls, for refreshment; business events, and demonstrations of new and interesting equipment and programs.

815-397-5316 President Andy Learner 8 Bit VP H. Jake Olbrich 332-5303 16 Bit VP Mark Kunkel 874-5546 Roger Creedy 877-3769 Secretary Treasurer Thom Lofthouse 654-1863



3512 Lawrence Dr. Rapid City, SD 57701 (605) 348-6331

The Rushmore Atari Computer Enthusiasts is a nonprofit organization of Atari computer owners not affiliated with Atari Corp. Meetings are held on the third Saturday of each month, 2pm, at the Westminster Presbyterian Church. Annual dues are \$12 for basic membership and \$15 for membership and newsletter. RACE offers the Black Hills Atari owner hardware and software support and the largest library of public domain Atari software in the state of South Dakota.

NO PIRACY WILL BE TOLERATED AT ANY RACE FUNCTION!

Rick Burton (605)-642-5353 President Gregg Anderson Mike Douglass (605)-348-6331 V. President Secretary Mike Randall Treasurer **NL** Editor Mike Harbison Mark Wolf (605)-923-2841 ST Librarian (605)-343-7289 Ken Kayle XE Librarian

President's Particulars

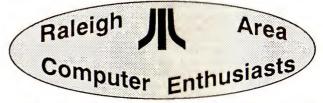
Great demo time at the August meeting! Both 16-bit and 8-bit telecomputing were displayed and some insights and helpful hints were exchanged. Hey, that's what it's about. Then some die-hards stayed to discuss a member's desire to select a printer for school work so I printed a sampler of fonts on my trusty Panasonic. Of course there was the "really serious" test piloting of a flight simulator.

Gearing up for the Most Music Show of the Century with a good MIDI fact sheet (thank to our resident expert), and some pricing info.

Elections coming up in October so nominate, volunteer, get

ready to vote!

October meeting Saturday the 20th. See you RACEdrivers



Well gang, here we are! Finally got ourselves into the Atari Interface Magazine. I hope that you all enjoy the magazine since it does have a lot to offer all of us.

In case you did not notice, our name change did go through. We are still referred to as RACE, but the difference is that the A means Area rather than Atari. The reason we are doing this is because in order to promote Atari computers in an area that is so IMB orientated, we needed to drop the Atari out of our name in order to avoid prejudice against our services. Last month's meeting was a great success. Attendance was high, we had nine new members join, and we demonstrated the STe! Our club strives to give you the best support possible but this isn't possible unless you get involved with the club. So, how does the club support you?

1. We provide you with monthly meetings where you can learn many interesting things about the computers that we love so dearly.

2. We have mini-meetings every few weeks between monthly meetings so that we can help each other with software problems, hardware problems or even building hard drives, etc.

3. We offer you Atari Interface Magazine for free! The magazine

subscription is free just by joining the club.

4. We now offer you the RACE disks of the month. You get two disks each month. One of the disks contains eight issues of two different online Atari magazines. The other disk will contain great PD & shareware programs. You get 24 disks in one year for just \$28 per year. If you are interested in getting this disk subscription, please call Eric Schofield at 851-5134.

So what are you waiting for? Get involved in the club and get the most out of your powerful computer system.



General Meetings are the 3rd Monday of each month at North Park Recreation Center Social Room, 4044 Idaho Street at 7pm. ST/8-bit workshop meetings are held on the 1st Thursday of each month at North Park Adult center, 219 Howard Ave at 7pm. All meetings are open to the public. Annual membership dues are \$18 which includes increased BBS access time, AIM subscription and reduced rates on the Disk of the Month. SDACE's address is PO Box 900076, San Diego, Ca 92190.

President

Richard Betson Vice President Mike Bergman

(619)630-5869 (619)558-7866

Treasurer Disk Librarian Chief Wizop

Nancy Rivers Marc Lawson

Michael P. Odegard (619)549-3207 Editor/Co-Sysop Steven Kiepe

BBS - 24hrs, 300-2400 baud, 68MB (619)689-8157 SDACE is happy to become a participating Atari Interface Magazine User's Group and is looking forward to a long and mutually beneficial working relationship with AIM. There is little to report this month as we just closed out our last regular newsletter prior to the changeover. The big local news is the upcoming Atari Show in Glendale, Ca., September 15th and 16th. Early reports of registered exhibiters indicate a much improved showing is expected over the recent WOA show in San Jose.



South East Valley Atari Connection meets the third Saturday of each month at 10 AM at 3234 S. Fair Ln. (Eaton Business Park, just off of 48th Street and Southern), Tempe, Arizona. Yearly membership is \$12.00. Membership includes reduced prices on PD ST and 8-bit libraries and monthly newsletter. Club officers are:

Tim Barr (602)821-1200 President (602)897-0314 Vice President Marc Dyer Lee Whiteside (602)962-9415 Treasurer Secretary Blaine Nelson (602)964-1949 (602)982-9065 Mike McKittrick Disk Librarian Walt Schultz (602)897-7098 Publication Lib.

The summer monsoon has arrived and it seems some of you clever people have fled the valley for a time. The treasurer's report shows a balance of \$1400. Maybe we should set up a BBS, or have a party, or visit Atari HQ and give them some "advice".

Today we observed a demonstration of Talon Technology's OmniSwitch along with the NEC Multisync 3D. OmniSwitch combines Monitor Master and Drive Master functions along with a multisync adapter in one box which sells for \$89 with no cables included. AThe NEC 3D has up to 1024 x 768 interlaced resolution (8514A compatible) and unlike some of the other newer multisyncs, it works fine at CGA (ST medium) resolution.

You may not see this column before the September 15 meeting but Marc is planning a demo of the Datel Hand Scanner and MVG graphic software. Also Tim will show Star Flight and possibly the

long anticipated new Word Up. October 20 will be Utilities I Can't Do Without Day. Bring your favorites. On November 17 we hope to have our local GEnie Sysop here to demonstrate their service. PHAST is planning a visit from either J. Eidsvoog or C.F. Johnson of CodeHead Software. This will take place on October 13 in place of their annual Swap meet.



Meeting Notices July 16, 1990 (7:30 - 9:00 PM) All meetings will be held at the Camp Hill Shopping Mall Community Room until further notice. Currently all dates are set for the 3rd Monday of the month.



226-5644 Claudette Tishcler President Vice-Pres 521-2855 Gary Kathi Koenig 892-0881 Treasurer Newsletter Ed 449-6881 Joseph Adato Barbara Carlstrom 371-2732 Disk Librarian

The ST Atari North Coast Enthusiasts (STANCE) is an independent, not for profit Atari computer user group and is not affiliated with Atari Corporation, or any of its affiliates, in any way.

\$12.00 per Year with a one time sign up fee of \$13.00.

STANCE club meetings are held every third Monday of each and every month at B & G Electronics, (located at 15729 Madison Ave., Lakewood, Ohio 44107) starting at 7:15PM

IEWSLETTER Roundtable



STAR (ST Atlanta Roundtable) meets at the Reid H. Cofer Library, 4316 Church St, Tucker, GA at 7:30p.m on the Third Monday of each month. Membership dues are \$15 per year. Each member will receive a copy of AIM and a new PD Disk is available each month. For membership info contact Ed Cadow, Claude Brewer Rd, Loganville, GA 30249 or (404) 466-0014.

President (404) 926-0095 Bruce Hein Vice Pres. Les Green (404) 921-6462 (404) 320-6560 Treasurer Sidney Ayscue (404) 938-2718 Tommy Mersenger Librarian Newsletter Ed. Jim Menegos (404) 473-9885



The Saginaw/Tri-City Atari User Group meets the last Saturday before the 18th of the month, at 9am, at the Rudy Zauel Memorial Library, on the corner of Center and Shattuck in Saginaw Township.

(517) 835-2234 Bryant LaFrenier President ST Librarian LeRoy Valley (517) 686-6796 Marty Schmidt (517) 792-6029 Tres./Sec. (517) 686-8872 **8bit Librarian** Ted Beauchamp

Club dues are only \$20, which provides support for both the 8bit and ST, and fill access to the club's Public Domain library, along with a year's subscription to Atari Interface Magazine.



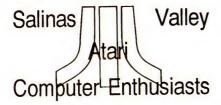
The ST Club of El Paso is the only Atari ST and Mega user group in the El Paso area. The Club has proven to be a benefit not

only to new users, but also to the "old hacks" of computing. We now meet twice a month at the Richard Burges Library, 9300 Diana. The first meeting of the month is always the second Saturday of the month, at 12:30pm. Meetings feature demoes of the latest ST software, as well as help for the those that might be having problems with their computers.

Voting membership is \$20 a year, Sponsored and Newsletter only memberships are \$15 a year. To become a member of the ST Club of El Paso, call 915-821-2048, or write the ST Club of El Paso

at 10953 Yogi Berra, El Paso, Texas 79934.

President	Tim Holt	915-821-2048
Vice Pres	Morris Miller	594-1906
Sec't/Tres	Joann Anderson	751-2710
Editor	Paul Stampfli	821-4861
Librarian	Norm Bates	593-6234



President Vice-President Secretary/Tresurer Gary Klugman 758-4894 Dale Meisenheimer 449-7750 Charles White 449-8986

Meetings 7:30 P.M., the first Tuesday of the month at the Salinas Community Center.



The Southwest Washington Atari Group was formally created in April, 1985; prior to that, local Atari enthusiasts met on an irregular basis. The group has been holding its meetings at 6:30 p.m. on the last Sunday of the month (save July) at Clark County Fire District #5, Station 3 on 213 NE 120th, Vancouver, WA. SWAG started out with a large following of 8bit owners and as more and more members upgraded to the Atari ST, the membership has become mainly ST owners, but 8bit is still supported. Annual dues are \$12 and SWAG can be contacted at PO Box 1515, Vancouver, WA 98668.

Allan Coker Steve Traxler Gary Lentz Michael Calvin The Bear Cavern BBS **Action Annex BBS**

President Vice President Sec/Tres/Librarian **Newsletter Editor** (206) 574-1146 (206) 892-8969



Tinker ACE of Oklahoma meets the first Saturday of each month at 1 PM (12:30 set-up time) in the Moore Public Library, 225 S. Howard, just off of SW 4th and I-35 in Moore. TACE can be contacted at 104 E. Northrup, Midwest City, OK 73110 or at the TACE BBS (405) 755-9561, 24 hrs., 3/12/2400 baud, running Oasis 4.3 software with over 60megs online storage. ST & 8bit support. Dues: Full - \$20, Correspondence - \$15. Dues are prorated at \$1.25/month for correspondence membership and \$1.66/month for full membership.

President/VP Sec/Treasurer Librarian

Greg Ray Stephen Moffitt Chris Hamilton

(405) 964-3765 (405) 732-8449

BBS Sysop Rick Spencer Technical Advisor Ron Hamilton

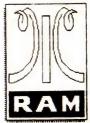
(405) 387-5649

UNDACE Upper NV Atari Computer Enthusiasts

The Upstate New York Atari Computer Enthusiasts (U.N.Y.A.C.E.) meet monthly at the New York State Electric and Gas building, on Old Vestal Road in Vestal, New York. Meetings are from 7 to 9 PM in the Auditorium. The next meeting date is March 12th.

U.N.Y.A.C.E. had optional dues of \$8 per year. Monthly meetings are informal and open to all who are interested in Atari

Contact C. Todd Krissel, President, at (607) 729-4303 or call the Cygnus BBS at (607) 729-5506 (9600 baud, 24 hrs/day) for more information.



Ventura-RAM, a charter member of ACE-NET, meets the third Wednesday of the month at the Mercury Savings Bank at 1656 Arneill Rd, Camarillo at 7:30p.m. in the Mercury Room. Membership dues are \$24 for a full year, pro-rated monthly. Renewals are only \$20 a year. Newsletter membership only is \$15 a year, pro-rated. For more information on Ventura-RAM, contact PO Box 1513, Camarillo, CA 93011

President/Newsletter Ed.

Secretary Treasurer Tim McCoy Toni Peters Mike Portanova



WNYAUG meets at 7:30 pm on the first Thursday of each month in room 116E, Bacon Hall at the State University College of Buffalo Campus, 1300 Elmwood Ave.

Dues are \$15 for new members and \$12 for renewing members. Send checks and correspondance to WNYAUG, PO Box 59, Buffalo, NY 14216.

President Vice President

Secretary/Treas. Martin Schlund

Mike Husband Kevin Packard (716) 825-8486 773-9325 689-7873



Westmoreland Atari Computer Organization meets the second Tuesday of each month in the North Huntingdon Township Town House, Center Highway and Brownstown Road (just off Route 30

near the Hamilton car dealerships, Irwin, PA) at 7:30 P.M.
Founded in December, 1983, WACO boasts huge ST and 8bit PD libraries. Double-sided disks are only \$3 for members, \$4 for non-members. Disk catalogs on disk are only \$2. The \$20 annual membership (\$24 for family) now includes a subscription to AIM.

as well as the vocal, consumer-oriented WACO Printout newsletter which features Z*NET. Memberships by mail are

welcome.

WACO also operates the WACO Ward BBS, 300/1200 baud. The club was founded to help Atarians support each other. One of the regular features of each meeting is called "Upload" when members share new information or ask for assistance in solving questions. Both 8bit and ST disks-of-the month are demoed as well as new hardware and software.



The Washtenaw Atari Users Group meetings are held every second Tuesday of the month at 7:30 pm in the Michigan Union building on the campus of the University of Michigan on State St. at the corner of S. University in Ann Arbor.

Club dues are \$15 per year and provide access to the PD library and subscription to AIM. Meetings feature demos of both 8bit and ST software and hardware. Nonmembers and questions are welcome. Officers can be contacted by calling Craig Harvey at (313) 994-5619 or by BBS at Molin's Den at (313) 420-0407.

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\$29.95 suggested retail The August meeting of WAUG was held on 8/14. Craig rousted

everyone to order at 7:40pm by announcing the feature topic: Music. Dave Brzezinski, Vice President (in Charge of Vice, we assume...) started the show with an in-depth review of the Antic Music Processor v2.0 showing us how it can play standard .AMS file by converting them to .AMP format. Dave seemed particularly pleased that AMP permits the addition of lyrics to music files, but also demonstrated the cut/copy/paste capabilities.

Mike Millage, our indestructible 8-bit Disk Librarian, announced a 3-disk special price of \$5 containing Daisy Dot III and some associated fonts as well as the latest version of TextPro. Mike distri-

buted sample printouts of the various fontsets available.

Craig informed the members of continuing progress in the planning of the Windsor/Detroit International Atarifest, announced the next meeting date and invited interested members to attend. Pattie showed a promo in ST World magazine announcing the show which also listed times and dates. Many thanx to ST World!!!

Craig also announced that Dave B. has been looking for a meeting place where better parking is available, but nothing he's found thus far compares to the free room rental we enjoy at the Michigan Union. Other sites on campus are too restrictive to be plausible at

this time.

Rick Schrader, club MIDI/Music guru and ex-vice president, brought a rack of unknown hardware upon which he proceeded to demonstrate how music can be created-modified-stretched-foldedspindled-mutilated and otherwise thoroughly improved and/or abused. Rick demonstrated several different software packages, including Music Mouse, while fielding questions from the members. Rick also played some music he found on cassette which contained a variety of Atari sounds from game software. (Nobody really knows where Rick manages to find such things, but it was neat to listen to!)

Bill Rayl, ST Disk Librarian, described the contents of the current AIM disk (lovingly referred to as "WAUG Disk of the Month" by all loyal members...) but was unfortunately stymied by the absence of a working double-sided disk drive when he attempted to demonstrate

some of the goodies.

Craig announced we will be raffling the second copy of Page-Stream during the October meeting. Tickets were sold at \$.50 each.

(Let's hope Dave B. didn't buy one!)

The meeting was adjourned at 9:45pm. The next meeting will be held on September 11 featuring Games. The October meeting will feature a demonstration of SuperCharger (IBM emulator); for November we have a tentativly Tim Purves from Michtron as guest speaker; and December will be the Christmas Party/Entertainment Night.

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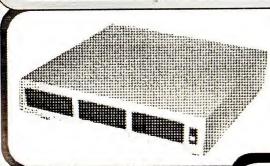
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